



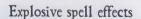
# Raldur's Gate

# ARK ATTIANCE

Live the Fantasy...

"Baldur's Gate: Dark Alliance looks like an absolute must-have game..." - GameSpy.com







Hordes of D&D® creatures





www.interplay.com/bgda



snowblind Throng





PlayStation<sub>®</sub>2









- ★DOUBLE-SIDE LARA POSTER CVG'S TOP TIPS BOOK!
- CVG'S ULTIMATE GUIDE TO
- ONLINE CONSOLE GAMING



HIP-HOP'S HARDNUTS WRESTLE SMACKDOWN'S SISSIES INTO SUBMISSI

hese guys rap about blunts, bitches and 45s,

they've got enough gold around their necks to support a small country for the next decade and now they're gonna kick seven bells out of anyone with balls big

enough to step into the ring. Up for it?

Even if your stomach has dropped out of your backside at the thought of going five rounds with Method Man, just by buying this issue of CVG you've got an exclusive ringside seat to see if Def Jam Vendetta can wrestle SmackDown! into submission. You can't afford to miss the scrap of the century.

But if it's real heavyweights you're looking for, Nintendo's got two of the biggest names in videogames in its corner, and they're both coming out fighting. Link is putting up his dukes for Cube, and while the machine

looks like it's already had the wind knocked out of its sails a year after its release, this 10-out-of-10 game is reason enough to splash out on Nintendo's purple pleasure box.

Then there's Pokémon Ruby & Sapphire. But you know all about them already, because CVG has given you more coverage than any other mag. Thing is, are they actually good? As always, we tell it to you straight, on page 74. What are you waiting for?

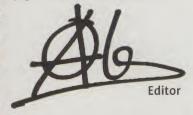
IAM VEND

# GAMING GOLIATHS RATED, INCLUDING...









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Onimusha 3 – first pics and details. Plus GT4, GTA4, new Metal Gear for Cube and FIVE new Medal Of Honor games!



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**NO, HONESTLY**Somewhat later than we'd expected, a hands-on. Okay, cough, a lot later...



We've spent ages playing it in order to bring you the dope on the series' first proper sequel. Unmissable

Don't blub, we can help you

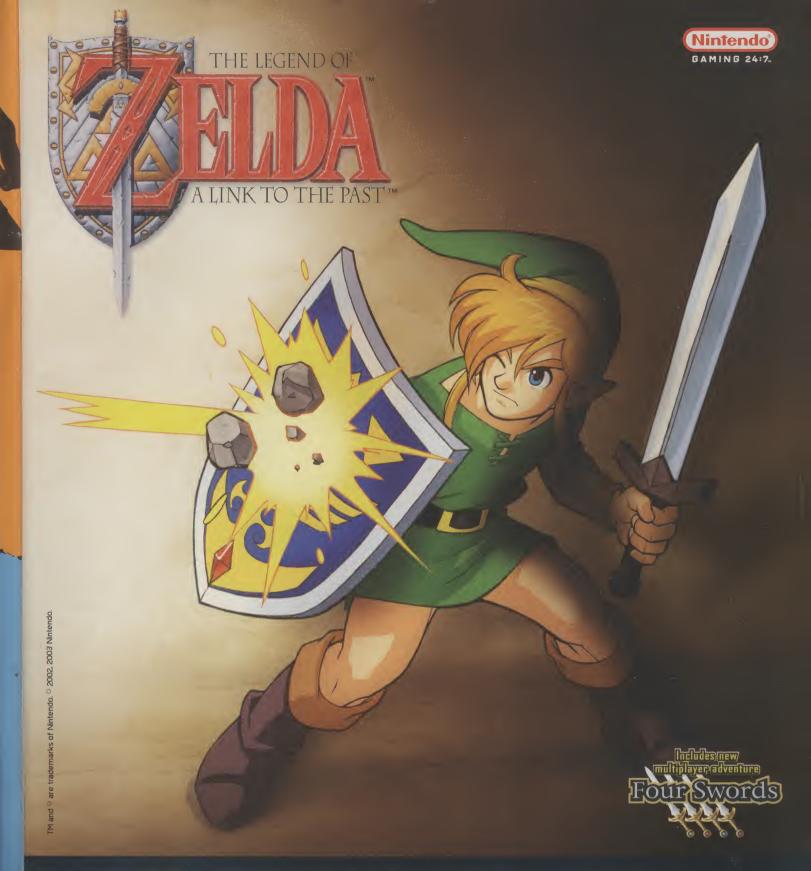
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WIN THIS LOT!



# Find the Princess, before darkness finds you.

"...arguably the most loved game ever made. Essential. For everyone." **CVG.com**"One of the GBA's absolute musts, especially with the addition of Four Swords." **Gamesmaster** 95%.

"One of the best SNES games ever, and a startling new multiplayer game.

This is an essential GBA purchase." NGC 92%.

**OUT NOW** 

GAME BOY ADVANCE ...

CAMEBOY ADVANCES P.

YOU'LL BE ABLE TO CATCH POKÉMON RUBY & SAPPHIRE EARLIER THAN EXPECTED - THEY'RE NOW DUE IN THE UK IN JULY IF YOU BUY ONE OF THE FIRST 400,000 GBA SP HANDHELDS TO GO ON SALE IN THE UK, YOU'LL GET A £30 DISCOUNT VOUCHER

# PLANET

THE HOTTEST GAMES & GO

SIZZLING FIRST LOOK

MON DIEU! CAPCOM'S AWESOME SERIES GOES ALL FRENCH! AW HAW HE HAW HE HAW...



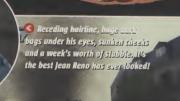
The adventures will link up with Samanosuke and Jacques meeting in the cutscenes

uper samurai
Samanosuke is set to
return in Onimusha 3. And he's
not alone. He has company in the
form of a grizzly-voiced
Frenchman with an
enormous conk. But this isn't
just any frog! His co-star is
Jean Reno, star of Hollywood
blockbusters such as Leon and
Mission Impossible 2.
Magnifique, nos amis!

Jean Reno's character Jacques Blanc isn't here just to look stubbly, mean and French. Jacques is fully playable and his introduction marks a new direction for Capcom's honourable heavyweight saga

honourable heavyweight saga.
Coined as the 'dual hero system',
you'll now be able to play through
two overlapping storylines as either
character. Much like Chris and Jill's
adventures in Resident Evil. Except in
Onimusha 3 each character possesses
a strikingly different fighting style for
you to master and enjoy.

Samanosuke is clearly the closerange blade specialist, and Jacques a pistol-packing modern-day desperado. Yep, you heard right, modern day!



The French connection: Onimusha 3 shifts the battlefield from ancient Japan to present-day Paris. And for the first time in the series the environments are fully 3D. You'll be able to move the camera freely too

GLOBE



Hollywood action expert Donnie
Yen, famed for his awesome work on
Blade II, has directed all the cutscenes



Hell on Earth: the busy streets of the French capital are set ablaze as the forces of evil mount their takeover bid



Also with his own playable adventure, droopy-faced french star Jean Reno appears alongside Samanosuke in the role of Jacques Blanc. But instead of a sword, Jacques hammers his point home with a pistol

# ONIMUSHA OVERLOAL

Screw the puzzle-solving adventure-based stuff classically associated with the Onimusha series and replace it with all-out hardcore slash 'em up action and you've got Onimusha: Blade Warriors.

As if one game weren't enough to keep fans of the series purring with joy, Capcom will also release this gorgeous adrenalinfuelled multiplayer arcade brawler alongsic (Dispusses) in 2004 (sp. 12004).



Play with the three other mates
or go it alone in the single-player mission

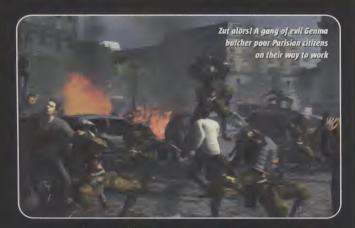


↑ There are tons of characters from the Onimusha universe to choose from



^ The camera zooms right in close to add even more drama to confrontations

• SYPHON FILTER: OMEGA STRAIN FOR PS2 WILL ALSO BE ONLINE FOR GAMECUBE • FFX-3 IS RUMOURED TO BE IN THE PIPELINE



Onimusha 3 is set in the here and now. Not the classically beautiful backdrop of 16th Century Japan.

The game throws you into an intriguing and mysterious plot, where Samanosuke somehow warps through time and appears in the European capital of hairy armpits, Paris. The city has suddenly fallen under the chaotic control of thousands of to him and Jacques to kick seven shades out of the evil invaders.

You'll be wishing you could warp forward through time when you hear Onimusha 3's release date... 2004! And Capcom is remaining extremely tight-lipped regarding which month it's expected to arrive in the UK. But don't despair! Planet CVG will excitement well stoked, by being the first mag to deliver you all the hottest shots and newest details on Capcom's upcoming action thriller every month.





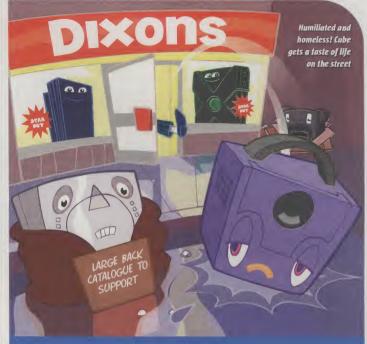
The game kicks off in AD1582 with a dramatic fight that takes place in the burning Honnoji Tempie







rbolts and lightning, very very frightening! Unleash mental attacks the retro action of Sega ninja classic, Shinobi



# DIXONS KICK CUBE TO THE CURB

Banjo-loving gardener and Nintendo gaming legend Shigeru Miyamoto recently let slip that a Metal Gear Solid game is set to appear on GameCube. And it won't just be a port of Sons Of Liberty or Substance!

Well-placed industry sources are claiming that MGS for Cube will be a remake of the original on PSone, much in the same vein as Capcom's slick revival of the first Resident Evil game. There could also be some sort of GBA link-up feature!

Planet CVG will keep you fully up to date on this exciting



EXCLUSIVE TO GAMECUBE

You can almost smell the sweet intoxicating aroma of burning rubber as GT4 appears on the horizon. It's expected to be shown at next month's E3 games show in Los Angeles, but a few juicy nuggets of info on the game were revealed at a recent Tokyo press conference to keep

us dripping with excitement up until its grand unveiling.
Kazunori Yamauchi, president of Polyphony Digital (developer of the GT series), dished out the first details and explained that PD wants to, "fully explore the simulation aspects of the series". Which suggests a level of ultra-realism as yet unseen on PS2. And of course this time bodywork will crumple when cars collide or veer

off and slam into a barrier.

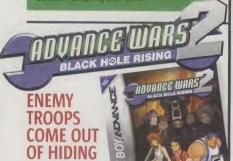
Yamauchi also revealed that, "a wholly redesigned gameplay system has been proposed, including new modes of play." PD did touch upon the possibility of online play too, though this was not confirmed.

www.computerandvideogames.com 7



# TEEING OFF IN THE STATES THIS SUMMER

"Oh, he's the king of the swingers, the Nintendo VIP!" Mario's busy scrubbing his small pimply balls for his upcoming golfing



"Just one more battle" fast became Advance Wars' unofficial motto

thanks to its ultra-tough AW2's moody enemy COs strategic conflicts. But the

The US packaging reveals

appearance of Black Hole Rising's new enemy COs will have you running for the hills with fear. Sod "just one more battle"! These guys look nuts!

The five new enemy commanders that appear on the newly released box art for Advance Wars 2 look like a cross between the Addams Family and a gang of mental Manga monsters. Sturm had that insane meteor attack first time round, so lawd knows what these crazy crackpots have got lurking up their sleeves. AW2 rolls onto US shelves on June 23.



He might have a head shaped like a banana, but Hollywood hotshot director Quentin

Tarantino is the master of cool. His '90s cult movie hit, Reservoir Dogs, shocked audiences with its gruesome violence and brutal ear amputation scene, and now the sick flick is being adapted into a videogame.

SCi Games is developing the title, promising can expect to play through many of the film's famous scenes, but whether you'll be able to hack off a policeman's ear with a cutthroat razor hasn't been revealed. Nor is it confirmed which consoles it'll be appearing on. We'll keep you fully up to date on any developments.





O David Beckham's messy new barnet makes it into this hacked gem



You won't find even the smallest spelling error in any of the names

# MANCHESTER UTD Barthez Ferdinand Blanc 27 Gary Neville Giggs N. Butt Roy Keane Beckham Scholes van Nistelroov



 Boards surrounding the pitch now boast genuine company logos

# HACK OF THE NET

# PLAYERS AND TEAMS. IT'S 'OFFICIAL'!

An anonymous super-spod has somehow managed to hack into Winning Eleven 6 Final Evolution on PS2 - an updated Japanese version of Pro Evo 2

- and transformed it into the ultimate Pro Evo experience. It features correct team names, fully up-to-date rosters, proper player names, awesome likenesses, Champion's League music instead of that guff Japanese techno pop, and heaps more. But by far the most impressive addition to this brilliant bastard version of WE6 is the kits. Every strip is spot on. From the big O<sub>2</sub> logo on the Arsenal shirt down to the minuscule red devil's horns on the Man U badge... it looks perfect! While you

can't buy this oh-so-naughty new version in the shops (boo!), it does go to show that while Pro Evo 2 is already the finest footie game out there, it would be unbeatable with all the proper sponsors.

But what about a genuine fully-licensed version from the real creators? Pro Evo 3 should hit UK shores later this year, so let's keep fingers, toes and anything bendable crossed that Konami will make it happen.



 $lack \Delta$  The squad have a hug to celebrate their nice new kit  $lack \Delta$  The player likenesses are uncanny

**Every flag and club badge looks mint** 

Sam Fisher is sneaking his way into a new

world... mobile gaming! T-Mobile is currently offering anyone on its network a free exclusive downloadable version of Tom Clancy's Splinter Cell with the new Nokia 3510i. The side-scrolling mini sneak 'em up looks surprisingly slick considering the size of the screen – it's about half the size of a GBA display.

It's dead easy to upload the game onto your phone. Check into T-Mobile's website at www.t-mobile.co.uk for

(9)



Classic Brit flick, The Italian Job, is being re-made for the big screen, with the mint new Minis (or Marky Mark, depending on your point of view) in the starring role. And guess what? There's going to be a game to accompany the movie. Never!

Back in 2001 SCi brought the original Italian Job to

PSone and CVG's not ashamed to admit that it was a damn fine game. But it's Eidos that's steering this version onto PS2, Xbox and GC. Let's hope that the powerhouse games publisher looks at SCi's nugget of fun for some pointers.

The Italian Job will be screeching onto all three nextgen formats this summer.

### 1. MARIO 128 (GC)

Mike: "When CVG met Miyamoto he promised amazing gameplay innovations for the next

Mario game on GC. We're drowning in drool!"

2. WINNING ELEVEN 7 (PS2)

Paul: "It's getting close to that time of year when Konami reveals first shots and info on its annual footie update. O-lay, olay, olay, olay!'

3. MEDAL OF HONOR: PACIFIC ASSAULT (PC)

Alex: "The first mission throws you into the battle at Pearl Harbor. It's gonna be mental if it's anything like the Omaha Beach level in Allied Assault."

4. P.N. 03 (GC)

Lee: "Special shooty hands-o-doom action from the crazy cats at Capcom. Pe-ow, pe-ow!"

5. SUPER MARIO ADVANCE 4 (GBA)

Jaime: "It's about time we had an all-new handheld Mario game with a new look... it bloomin' better not be a port of Super Mario Bros 3!"

he's performing pile drivers on his little bro

1. BACKYARD WRESTLING (PS2)

"If it's anything like the TV craziness, I'm there!"

2. DANCING STAGE MEGAMIX (PS2)

'Honestly, I'm not a girl but I sure love to dance! A Dancing Stage game on PS2 will be amazing."

3. CHAOS LEGION (PS2)

'The screenshots in CVG made my eyes melt!"

4. POKÉMON RUBY & SAPPHIRE (GBA)

"Tons of new Pokémon. Can't wait to catch 'em all"

5. SOUL CALIBUR II (PS2)

"Heihachi beats the crap out of Link and Spawn. The PS2 version will easily be the best."

Send CVG a photo of yourself and list of five games you're most excited about playing, plus 10 words on each telling us why.

READER'S MOST WANTED, CVG, DENNIS PUBLISHING ITD.,

30 CLEVELAND STREET, LONDON, WIT 4]D. EMAIL:

MAILBAG.CVG@DENNIS.CO.UK (SUBJECT: READER'S MOST WANTED)

### 1. PARAPPA THE RAPPA 2 (PS2)

'Smooth like butter, caress your lover." "Dry your hair, blow up and down, come on son it's time to get down." Parappa is the undisputed rap daddy.

## 2. DEF JAM VENDETTA (PS2)

Kick back to the lyrics of Method Man, Ludacris, DMX and other Def Jam hip-hopsters and slip into their skins and bust some mad grappling moves.

### 3. BEATMANIA (PSONE)

Scr-scr-scratch it up! Take to the turntables and become the beat master general. Still one of the best and most original rhythm-action games.

### 4. WU-TANG: TASTE THE PAIN (PSONE)

The gameplay stinks but the soundtrack is rammed with phat tracks that just make you want to wave your hands in the air like you just don't care

### 5. TOEJAM AND EARL: MISSION TO EARTH (XB)

Bling, bling! Big-ass medallions, stompin' bass licks. and fat gospel rappers! The fatter the better! "We. like... big... butts and we cannot lie!" Er, yes.

1	The SimsPS2
2	Resident Evil ZeroGC
3	The GetawayPS2
4	Tenchu: Wrath Of HeavenPS2
5	Mortal Kombat: D.APS2, XB, GC, GBA
6	Grand Theft Auto: Vice CityPS2
7	Tom Clancy's Splinter CellPC, XB
8	FIFA 2003PS2, XB, PC, PS, GC
9	C&C GeneralsPC

10

Dancing Stage Party Edition ......PSONE

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SHIGERU MIYAMOTO HAS REVEALED THAT MARIO KART FOR CUBE HAS BEEN UNDERGOING ONLINE TESTING!
ZELDA: THE WIND WAKER CLOCKED UP A PHENOMINAL 600,000 PRE-ORDERS IN THE RUN-UP TO ITS US LAUNCH



# **BECOME THE COIN-OP KING!**

# ENJOY ARCADE HEAVEN FROM THE COMFORT OF YOUR OWN HOME

CVG's mailbag has been fit to bursting since we featured a Supergun in the Virtua Fighter 4 Evolution arcade preview back in March, every letter asking,

Plant Control of the Control of the

Win King Of Fighters '96, and play any arcade game!

"Where can I get one!?"
In last month's Planet
CVG we told you:
www.arcadeheaven.co.uk.
And now CVG and Arcade
Heaven are giving you the
chance to win an awesome
special edition arcade
bundle, including a
customised Supergun!

As well as being able to play any arcade game, the winner of this killer comp will bag King Of Fighters '96 and a wicked device that lets you play any Neo Geo game too. Not to mention the modified DC arcade stick and extra joypad, so that you can kick the crap out of your mates. You just need to answer the question below.

■ In what year did the first King Of Fighters game hit the arcades?

Send your answers on a postcard to COIN-OP KING, CVG, 30 Cleveland Street, London W1T 4JD by 7 May 2003.





The legend continues.

3rd May 2003

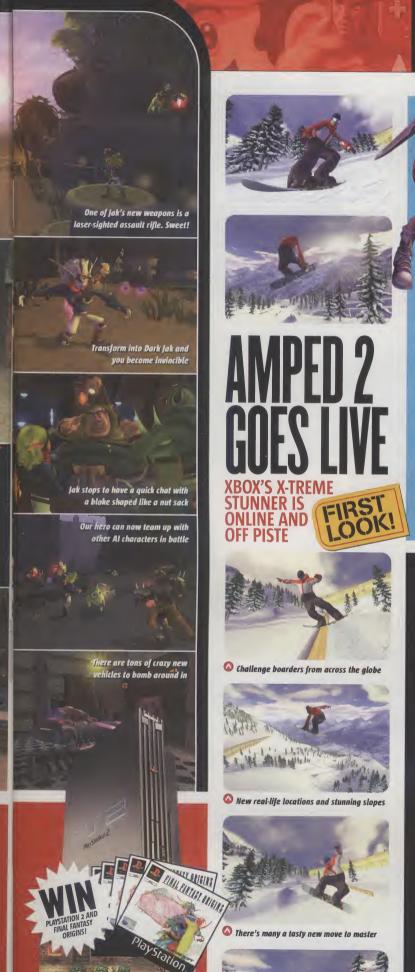
til HGMD OH til no waken

"Perfect. Gaming elevated to the form of fine art. A masterful achievement from the greatest game designer working today." Gamesmaster 97%.

"This is why we play Nintendo. The Wind Waker is an utter delight for both the mind and the senses to wallow in." NGC 96%.

"GameCube's crowning glory is one of the finest video games ever created." NOM 10/10.



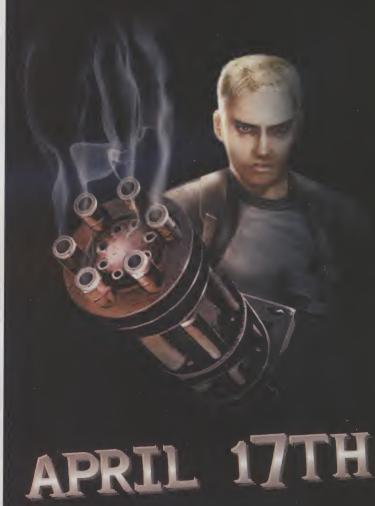


Step i to a world of retro RPG wonderment

Hit the half-pipe lip and take to the skies



A new GTA game is underway for the next wave of consoles





RED HOT IN Walk away with an Xbox and a year's free online play!

# TWO NEW G1

Social: In last informs France Cvo we annually the departs one runaway worldwide success Vice City. However, GTA 4: Gang Bang is NOT coming to PS2 on 1 April. It was an April fool's joke, see?

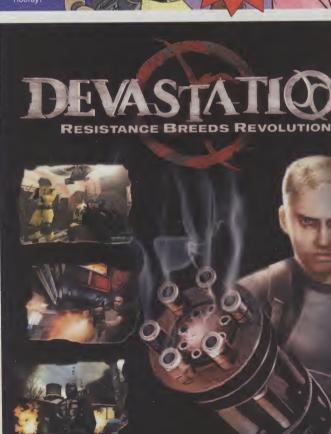
NOT coming to PS2 on 1 April. It was an April fool's joke, see?
But Just as we're messing around with what we'd like to see in the next GTA, CVG receives inside information on the real Grand
Theft Auto 4 for the next wave of consoles!
We all already knew that Rockstar North is currently working on a Vice City follow-up for PS2, intended for release in the UK in around 18 months' time – now rumoured to be set in San Andreas. But news that an all-new GTA game is currently in development for the next wave of consoles has caused riotous levels of excitement in CVG headquarters. Pete got so agitated he started swinging an old Xbox pad around his head and accidentally hit the tea lady in the jaw with the turkey-sized controller, rendering the poor old dear unconscious. Get well soon, Doris, from all at CVG1
An anonymous inside source/blabber-mouth reported to CVG that: "GTA 4 is being designed now by a team of five." We were also told it would be completely different to the GTA 3 games. "The designers have basically looked at what they want to do and realised they cannot do it with current technology, so they're building it from scratch." Oool
PlayStation 3 is hotly tipped to be the

place where Grand Theft Auto 4 will perform its debut. Given that Sony's for 2005, it shouldn't be too long before we're aplenty in super-crisp next gorgeousness We say:



🔼 APRIL FOOL! Last month CVG mocked up this box art just to getchya. Did we, eh?







www.DevastationGame.co.uk

NOVALOGIC"













GT4 ISN'T THE ONLY GRAN TURISMO GAME ON THE HORIZON. GT MICRA IS ALSO ON ITS WAY. DON'T GET EXCITED A UBI SOFT SPOKESPERSON RECENTLY MADE A BOO-BOO BY ACCIDENTALLY LETTING NEWS SLIP THAT RAYMAN 4



# WIN A YEAR'S XBOX LIVE GAN

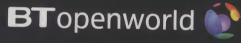
aporise Billy from Birmingham with a rocket-launcher, knock Jim from Cornwall off his power bike at 220mph and destroy a city with Chloe and Lisa from Aberdeen – all in the same evening! We have teamed up with BT Openworld and Xbox to give two lucky readers the chance to win the ultimate online gaming experience.

Xbox Live launched in the UK on March 14, sending shock waves of excitement into living rooms nationwide. And now it's your chance to get in on the action for free!

We've got two amazing bundles to give away courtesy of BT Openworld and Xbox. The lucky winners will each walk

away with an Xbox console, Xbox Live kit, a router (the gadget that hooks your Xbox with your broadband), plus one-year's free subscription to BT Openworld broadband. That's a total prize value of over £650!

All you've got to do to be in with a chance of bagging this blinding prize is take a look at the four screenshots below and identify each of the Xbox games We've let our crazy designers out of their cages to do wacky arty things to each pic and make things a teensy bit harder. If it's too tough for you, don't worry because we've written a clue below each one. So don't peek if you don't wanna cheat!







The star of this slick eak 'em up could teach ike a trick or two



Slip into a tight leather jumpsuit and experience oven on two wheels



Battle your way through Tom Clancy's spooky squadbased army adventure



on the King Of Fighters crew



If you reckon you can name all four games, fill out this coupon or write them in order on a postcard and send them before Wednesday 7 May 2003 to:

BT OPENWORLD/XBOX COMPO, CVG, 30 Cleveland Street, London, W1T 4ID

### SCREENSHOT 1

......Mech Assault .....Splinter Cell □ C.....Halo ☐ D .....Steel Battalion

## SCREENSHOT 2

□ A ..... .....Moto GP ☐ B .....Quantum Redshift ☐ C.....Project Gotham Racing .....Cel Damage

### **SCREENSHOT 3**

☐ A.....Unreal Championship ☐ B.....Conflict Desert Storm ☐ C ....Tom Clancy's Ghost Recon ☐ D......James Bond 007 Nightfire

☐ A .....Dead Or Alive 3 ☐ B .....Mortal Kombat ☐ C.....Capcom Vs Snk 2 EO □ D .....Barbarian

### Enter your details below

Forename Surname: Address:

Postcode: Daytime tel no: Email:

TERMS AND CONDITIONS: Only entries with all of the questions completed correctly and received before 7 May 2003 will be entered into the prize draw. Winners will be notified by post, so don't phone. No cash alternatives. Prizes not necessarily as shown No correspondence will be entered into. The editor's decision is final. And when it comes to deciding, nobody decides like 'Decisive Al'. All the other usual competition rules, conditions and restric

The state of the s

IMPORTANT: No more than one entry per household. Please tick here if you do not wish to receive by mail further special offers from companies other than Dennis Publishing Ltd OR if you are under 18 years of age. 

Please tick here if you do not wish to receive occasional emails about carefully chosen products or services from companies other than Dennis Publishing Ltd. 

Please tick here if you are a current subscriber.

The Medal Of Honor series invades Japanese territory

CO-OP MISSIONS & JUNGLE WARFARE

# DU REAP WHAT YOU'S

# SO YOU WANNA BE A FARMER? HERE ARE A COUPLE OF ACRES

Fed up with city life - being shoved off pavements by fat American tourists, nose stuffed full of black bogeys from all that nasty pollution? It could be time to move to the country and get back to basics.

Buy a plot of land, sow some seeds, feed a few animals and live the simple life. Sounds a breeze, doesn't it? Think again! You've clearly never played a Harvest Moon game, have you? Have you?!

Being a farmer in the old GBC game was tough. Ubi Soft's forthcoming sequels, Harvest Moon: A Wonderful Life for Cube and Friends Of Mineral Town for GBA, promise to continue the harsh tradition. Don't be fooled by the cutesy looks.



A bit of tlc never goes amiss. The more you stroke the cow, the more milk she'll produce

Coping with crop blight, typhoons and pneumonia are only a few of the miseries that face you as a farmer in Harvest Moon. There are rewards for all the hard graft you put in, but you'll have to work like a bleedin' workhorse to see the fruits of your hard labour. Plus you've got the added headaches of wooing a wife and then raising kids.

The GameCube version will include over 40 new characters to interact with, and you can move between the GC and GBA towns once you hook your consoles together via the link cable.

Like the sound of the rural life? You'll be able to get your green fingers on both games this October... as long as the rabbits don't get them first. Little buggers!

tidal wave of spin-offs including movies

The game combines love simulation elements in which you seek the hearts of animé theatrical performers (most famously, its namesake Shinguji Sakura) with strategy battles in which you lead those very girls against demons who have

invaded Tokyo.

This PS2 remake is a major overhaul, with full battles. Above all else, the series' unmatched

^ Make the girls happy and they'll perform well in battle

even higher. Sadly, though, a UK release for this is looking very doubtful at present.



en a 3D facelift and are looking very nice

### They're ripe! They're ripe! Pick them all quick before they go bad!



A Partake in a horse race in the GBA version. Why? Who cares, beats cleaning up pig poo!

**The Prince Of Persia** series stole the hearts, minds and social lives of gamers back in the late '80s and early '90s with its ultra-addictive hardcore platform puzzling action. And now its returning to do it all over again.

Today's gamers are set for something a bit special when Prince Of

leaps onto PS2, Xbox, GC and PC on 4 December 2003, because the team who brought us Splinter Cell is creating it! Whether this means that the series





🔼 Look at all those shadows! With the Splinter Cell team at the helm stealthy action is on the cards

will now involve stealth tactics like crawling under

Persian rugs and sneaking behind dusty old urns is still to be revealed. Stay tuned to Planet CVG over the next few months for all the latest.

top role-players in Japan, but just behind them is Enix's Star Ocean. The third instalment in the series, Star Ocean 3: Till The End Of Time, has just hit the streets of Tokyo. CVG's taken a look and is already hooked.

The game's story line is centred on interstellar travel between alien worlds, but developer Tri Ace has also put together a fast action-orientated battle system in which you move your characters around in real time. The usual magic, skills, swords and shields are in there as well, but everything has been handled with a fresh approach. An international release is almost guaranteed, but the burning

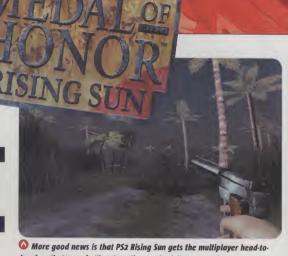
question at the moment is when? We'll let you know as soon as a date is confirmed.

> We want scenes like this in English!



Believe us, you've never fought in a role player battle quite like this before

**EA'S TAKING WORLD WAR II INTO THE PACIFIC** 



headers that were in Xbox Frontline, and a full co-op mode!

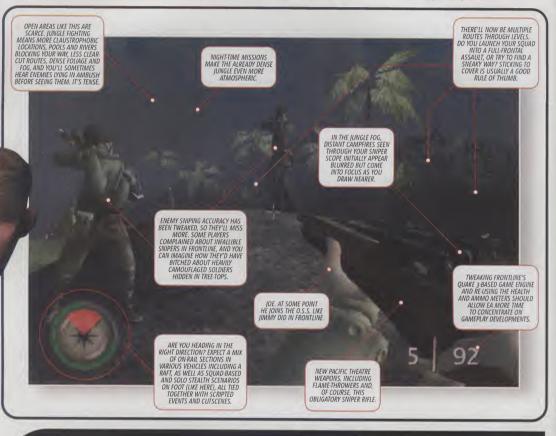
Aw, pwetty moonlight. Now, kill them both

ever knowingly underplaying its hand, EA has announced a whopping five new Medal Of Honor games, hot on the heels of last year's successes with Frontline, Allied Assault and Spearhead.

The second game to release, Rising Sun on PS2, Xbox and GameCube, is already in production and Sergeant CVG has ordered a parade of screenshots and facts for you to inspect.

### **ATTENNNN-SHUN!**

You play US Marine Corporal Joe Griffin, and you'll find yourself neckdeep in action, first during the surprise Japanese attack at Pearl Harbor, then Guadalcanal and The Philippines before attempting to rescue your brother from a POW camp.



## HERE'S HOW THE FIVE NEW **GAMES BREAK DOWN..**

- By the end of this year, PS2, Xbox and GameCube will get Rising Sun, effectively the first instalment of a linked story, with the second chapter to come by Christmas 2004. Some scenarios and locations will overlap with those in the PC titles.
- Early in 2004, PC players will get their own title, Pacific Assault. Also set during the Japanese conflict, some of the locations and events overlap, plus there's a full sequel to follow, we reckon in late 2005. Cool features
- And if all that just seems too far off, an expansion pack for PC's Allied Assault should be with us this summer, set in Italy and North Africa. As per Spearhead, the new weapons and skins should be backwards-compatible

# <mark>୬</mark> Gunnery Sergeant Jack Will Rising Sun let you see

Joe's face in-game so you can see how the war changes his looks, like they're planning for Pacific Assault?

Lawton, one of several side-kicks Joe teams up with, including a British agent. Jolly good show



from the Germans

unlikely to fool the Japs





During night missions muzzle flashes light up the jungle and draw fire like flies to a turd

While EA is sticking broadly to the formula that made earlier games so popular, it's not resting on its laurels either. Besides the different challenges that jungle warfare presents (like poor visibility and well camouflaged enemies), some cool new features have already been revealed.

One we're particular excited about is a Halo-style co-op mode that lets you play all 10 of the single-player missions split-screen with a mate something that's notably missing from Frontline. Done properly, levels can play very differently when you've got more than just your Al squad to back you up. We can't wait.



Like in the real conflict, expect enemy troops to pop up all over the place, including tree-tops

One of Rising Sun's more interesting developments is the branching gameplay.

Now we're not talking Deus Ex-style choices that have a major effect on the plot. It's more along the lines of different ways to progress through levels, both in terms of actual route and method, adding more replay value and rewarding players for different styles of play. One element of this is the so-called 'morality' choices situations you can totally ignore but may be beneficial if you don't.

For example, taking out Japanese troops holding a native hostage may lead to reinforcements that make your mission harder, but succeed and the rescued man shows you a shortcut. Should be cool although not everyone likes to play nice!



Like the term 'military intelligence', 'Pacific War' doesn't actually make a great deal of sense. Another useless fact, courtesy of CVG-O-Vision

Like earlier MoH games, attention to detail makes the storylines and environments as immersive as possible.

Retired marine captain Dale Dye is again advising on realities of jungle fighting (plus how to scare the hell out of games journalists). All of which should add up to a different fighting experience from the European theatre of war.





You and your buddies drift through mist past Jap positions, using your sniper rifle to take out troops and trying not to be eaten by crocodiles



The story begins with Joe surviving the chaos of Japan's surprise aerial attack on the US Fleet in Pearl Harbour. Think the good bit of Ben Affleck movie Pearl Harbor and you'll see where EA is going



# You can expect loads of new weapons and vehicles.

Already we can't wait to pull on our jungle boots. But EA's decision to announce five MoH

Big tanks aren't much use in thick jungle, so Japan used quite a few mini tanks, or 'tankettes' as they were known. No, honestly

Learning the individual rates of fire, accuracy and signature firing sounds could well save your life when you're stumbling through thick jungle during a firefight, trying to distinguish buddies from heavily camouflaged and fanatical Japanese footsoldiers.

The Type 100 air-cooled 8mm sub machinegun, blow-back operated, issued to Japanese paratroops in Palembang, Sumatra, Leyte, the Philippines and Okinawa. Are we scaring you yet with our insane WWII knowledge?

games for the next couple of years both pleases and slightly worries us.
A second Allied Assault X-pack is predictable

EA is taking Rising Sun and possibly Pacific Assault down the episodic route, it may make some gamers suspect that MoH could end up in EA's annual update sausage factory, somewhere down the line losing much of its original flavour.

Maybe we're being unnecessarily cautious, but we just don't want to see another great brand get the Devil May Cry 2 treatment.

machinegun, gas-operated, a modified copy of the WWI Hotchkiss. Okay, we're scaring ourselves now. Of course, they're all carefully modelled versions of the real thing

# The Type 11 light

# computer and video

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WE MAKE THIS MAGAZINE. YOU ENJOY READING IT. SORTED

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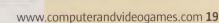
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GBA DK COUNTRY OUT IN US JUNE 9

# DYNASTY WARRIORS 4 CONFIRMED FOR EUROPE

Good news for gamers who love nothing better than dicing thousands of enemies into bite-sized pieces every time they sit down to play. Koei has confirmed that tactical action series Dynasty Warriors, set during the legendary Three Kingdoms period of ancient Chinese history, will get a June release in Europe.

DW4'S features to look forward to include one-on-one duels with enemy officers, a revamped Musou mode, letting you select different generals for each stage, plus an all-new Weapon Experience System and Orbs for poison and elemental attacks. Best sharpen your spears.



Bigger than ever: 50 levels spread over 17 maps, with new emerging victory conditions and different events happening as battles unfold



Over 40 playable characters, including all your old favourites. You can now even edit your own officers and bodyguards (up to eight per player!)



Here, see a new technique that lets you 'build' giant siege engines such as catapults to dominate the battlefield being demonstrated





# DOUBLE DOSE OF BARGAIN GOODNESS

Here at CVG we can never have too much cash. So we'll pucker up and plant a smacker on anyone giving gamers the chance to do what we all love doing but at a reduced price. And this month we'll be promising 'no tongues' to Microsoft and Play It for their new ranges for Xbox and PS2 respectively.

The Xbox Classic Range should be in shops by April 11, and include many of the launch lineup titles and bigger names from the console's first year, though perhaps unsurprisingly a certain sci-fi first-person shooter that's still selling well enough isn't on the list. Prices vary from £19.99 to £29.99.

Especially intriguing is the PS2 range from Play It. Launching in the next few weeks with four titles, and more to follow every couple of months, each should only cost around £10. But this ain't no re-release Platinum type range – all the games are new to the UK.

The launch line-up includes Cel Damage Overdrive – not the Xbox game, but a new PS2 title developed by the same guys that until now was unavailable over here. You can expect to see Play It titles, many of which have only been published overseas so far, in mainstream outlets like garages or newsagents, the idea being that we'll buy them on impulse with other purchases. We can see it now: "Bag of Cheese & Onion and a copy of Seek & Destroy, please.'



O Play It: games never released in the UK before and setting you back only a tenner each!



ories on PC. How we loved ning down Soviets... in Soviet jeeps

No, it wasn't an April Fool joke. Reports in last month's Planet CVG that Capcom's Ghosts 'N Goblins series was about to go massively multiplayer online were true – and it's even bigger and better than we first suspected.

It seems Ghouls 'N Ghosts Online won't just be on PC, but also on PS2, Xbox and GameCube, and some or all of these versions should be able to connect. It's still pretty early days and, while PC and Xbox have been shown up and running overseas, we're still waiting for confirmation of a Surveyal Number.

confirmation of a European launch.

Gameplay is reportedly action-oriented and the emphasis is on co-operative play, with parties of gamers wandering around huge medieval environments generally vanquishing monsters and improving their character's abilities. Sounds like a hack-and-slash role-player to us. Capcom is also planning another title, online beat 'em up Ghouls 'N Ghosts Match Fight, for more than one console.



**EIDOS** 

Send your rantings and ravings (or a letter) to: Mailbag, CVG, Dennis Publishing, 30 Cleveland Street, London W1T 4JD. Or email us at mailbag.cvg@dennis.co.uk

# TIME ON OUR HANDS

Trecently wrote a review of mortal kombat, and i was hoping if i sent it to your magazine CVG's English for you could give an aspiring iournalist some

constructive criticism on how to improve my work. Thanks for your time.

### Simon

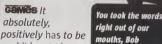
**GAMES** Here at CVG we only need to spend one hour each issue actually putting the mag together. The little blighters The rest of the time we're are hard to spot free to complete our community service orders by helping out in English classes at schools. Need help understanding metaphysics and the 18th Century Romantic literature movement? Having problems spelling a particularly long word? Ask CVG. For a small fee, we'll also write your history essays for you. Is that criticism constructive enough or would you rather we just pointed out that you need to use capital letters properly?

### **LIFE SENTENCE**

In your competitions you always ask people to send in their entries on a postcard. Do you mean an actual postcard because I don't have any of those.

> Can't I just send it to you on a bit of paper in an envelope or something?

> > Matt Hodgkiss. Kent



a postcard, and it has to have a picture of a Saharan penguin on it - photographed by yourself. We suggest you get packing now as it could take a while to find one. We'd ask you to send us a postcard only you'd probably send us a letter asking us if we meant a postcard or a letter. Besides, there aren't too many Post

Offices where you're going. Meanwhile, for those sane

readers who are bored enough to actually give a damn, we ask for postcards because decades of joypad abuse mean our fingers have fused into arthritic lumps, so we have to open all envelopes with our tongues. Which, luckily, are pretty sharp.

Gollocks!

## **RIGHT SAID BOB**

In the latest issue of the magazine, the top of the letters column reads "Real letters from real readers!" would like to complain about this. My

imaginary friend Bob has been wanting to write to CVG for

some time now, but when he saw this "Real readers!" part, he was physically ill. How can you discriminate against the imaginary? There should be a law against it. Anyway, I have

another question. Bob also says that over-exposure to videogames can make you go a bit mad. Is this true?

### Egonga

GAMES Nice move, Egonga. If you use a pen name, you don't then give the game away by revealing your real name and address in the same email. But don't worry, Paul Rockliffe from Merseyside, you're not mad. You have an imaginary friend because you don't have any real ones.

Incidentally, are you the same Egonga listed on the Losers' Union website (www.geocities.com/losers union2002/classic\_tan.html) or is that your imaginary twin?

### A REAL PEN NAME

There's this wonderful guy on eBay right now selling brand new GBA games for about half the UK retail price. It's fantastic, I bought [litany of amazing bargains culminating in giving this guy's eBay user

name and website]... Superb! Jack Rowan

Gaines Of course it is, 'Jack'. Let us guess, in an amazing coincidence, when you're not emailing us, you also sell new GBA games on eBay, right? See how this pen name thing works, Egonga?

# **GUILTY AS CHARGED**

Can I ask why no game was nominated for the 'Game of the Month' award last issue? I take it it probably was either

The Legend Of Zelda (GBA) or Metroid Prime (GC)...! Oh, great mag, by the way.

### Michael, North London

**GAMES** This is the point where we could give you some spiel on how it was such a tough call, etc. etc., but the

truth is, Michael, we were so busy writing your dissertation on how Coleridge defeated Kubla Khan at the Battle Of Genghis in Essex that we forgot (hope you got good marks, by the way).

So here we are: last issue's Game Of

The Month was.... (drum roll)... Metroid Prime. Better late than never,

Game of the Month

an's sister, Samus



I knew they would do it. It's an absolute classic how Nintendo sleekly undercut the compo for the online race. They blatantly planned the quick low-key launch all along. In the games shops? Not a trace of 'The big N goes online with PSO' hype. PSO just quietly sat there on the shelves. Nintendo has only launched it with tone game (albeit a very good one) so it's L. necessary for them to keep quite. The Ninty officials are probably at breaking point with anxiety anyway, hoping that huge sales do the talking. Or shouting rather. Who said Nintendo's against going online?

Cube modem: now you see it, now...

Erm, perhaps there's no hype about online Cube in many game shops because for many customers PSO isn't online yet. Why? Because one of the biggest games chains in the UK, GAME, is selling PSO software but has declined to stock Cube modems. Why? Because Nintendo and Sega were so 'low-key' they hadn't proved to GAME that it all works. Until then, no modems stocked in GAME.

Where's Cackman? I haven't seen him since Issue 257...

Ms Cackman

**GAMES** Our malicious yellow pustule of gaming bile fancied a holiday in the Caribbean, so he did a runner. But they don't like filth on the beaches there, so he was deported back here, and he's currently shackled to a desk in the basement finishing his column. Feel free to come and collect him next week some time.

of every page of every issue to find the address for our website, and for making them spend 30 seconds browsing said website, looking for old issue reviews and scores. Clearly this is not acceptable, as Tiff was

unable to discover for herself that TD Overdrive got 7/10. We're currently working on uploadina each issue directly into readers' brains so they don't

have to waste time on old-fashioned 'reading'. PS Your uncle will

tell you a real picture of a real PS3 is worth a damn sight more than £40. But the

latest mocked-up picture of a fake PS3 is worth diddly.

WANTON POOP

Lovvvvv

VVVVVVVVVVVVVV VVVVVVV

eeeeeeeeeee eeeeeeeeeeeeee your magazine. It's the

best, so send about 50 games. Thanks.

GAMES You want us to give you 50 games? Why not? And while you're at it, why don't you come around to our homes, eat all our food, watch our movies, listen to our CDs and generally make yourself at home, before taking the best bits of our games collections? Incidentally, we're all moving to the US, where it's legal to shoot trespassers.

SHADING FROM THE SUN

Cel-shading has been around a while I hope you notice the amount of work gone into this when it comes to choosing whether or not to put it in

Matt Hodgkiss, Kent

**GAMES** CVG's subbing magician Georgie 'Blaine' Kyriacou can make 300 words of guff just disappear into thin air. But just how this guy found a phone socket in all those sand dunes, we'll never know.

**PLAYSTATION 3** 

My uncle makes games for Infogrames. He made Test Drive Overdrive. What rating did you give it? If you look closely enough on one of the posters in the game you can see my uncle with a quitar. PS For some money I can give you a picture of the PS3! £40, to be exact.

Games We hereby apologise to all readers who have been forced to show some initiative and look at the bottom **FOOTING THE BILL** 

Bill and his Halo.

What an anael

utiful clean

beaches... until

Cackman arrived

In Mailbags of the past and present, I've seen Bill Gates suffer abuse from many a reader. I don't understand why, though. He has done loads of good charity work and has donated huge sums of money to those in need. So what if he is rich? I ask you this:

don't judge by numbers, judge by actions **Adam Smith** 

GaWes Smith, eh? Of course you are. You've got nothing to be ashamed of, so no need to hide

Every reader's behind fake names. letter is edited with

**JUST STOP IT** 

Could you please tell me what you gave Morrowind on PC? I sort of missed it but it seemed to cause more than a stir on the PC during its release. Zaid

Gavies Pah. We give up.

**MOD SOUAD** 

Solved! A dull, guitar

related mystery!

care and respect

I don't know if you guys at CVG are into Half-Life and its mods, but what I really think we need is a football HL

mod. The closest thing to a football mod is Kanonball. which is not very popular

because the makers need a coder. But it takes the mick when there are rally mods and suchlike but no football mods. One of the most popular sports in the world could be the most

popular mod in the world. Think about it, football is a teambased game, so it would be a perfect clan game.

Peter Hulme, Cheshire Gallies We're not aware of any

**ZERO FOR EXTRAS** 

Resident Evil games need to give better features for completing the game. What use is a new costume? And the weapons are mostly boring.

What it needs is audio commentary from Steve Irwin, Crocodile Hunter! You'd walk into a room and an Australian voice would say, "Corr blimey, there's a rotten smell in 'ere," and then: "DANGER! DANGER! It's a crimson head zombie! One bite from this geezer and you're a gonner!" Wouldn't that be more interesting than a different outfit?

**Captain Voodoo** 

Each month's star letter-writer gets a bundle of quality peripherals from JOYTECH, so make sure you mark your name and address clearly.

MAILBAG

footie mods for Half-Life either, but there is something pretty close for Quake 3 called ProBall which might do as a stop-gap while you launch the worldwide campaign for an HL footie mod.

LOOK-NOT-ALIKE

Why is Chris Pontius from lackass on p62?

HOWLLIN\_PELLE Gawes Not even close.

THE FINAL FANTASY

I was looking around amazon.co.uk in the Final Fantasy category when I noticed that there will be a new FF package released called FF Origins. To my dismay, though, I noticed that it only contains FFI and II. I thought I could finally get all 10 but the third instalment is missing. Do you know if it will be released at all? Hopefully Square will release it with a demo of FFX-2 like FFVI did with FFX. It seems a shame to let all but one be released in the UK as the Eastern market has hogged all the best RPGs for too long.

Neil Metcalfe, West Yorkshire Games Nothing official on this one yet, but it seems a safe bet

we'll see it sooner or later. Our guess is much as you suggest.

THE CRUELLEST CUT

Right. I'm going to ask you a question that I think I already know the answer to...

**Charles Wheeler, Nottingham** Separated at birth? Gaives You asked for that. Mind, he's got the right idea in absolutely unconm one respect. The more of you that write in to us answering your own questions, the longer we get to slack off playing games we've already reviewed and have no excuse to still be playing during

> I DON'T SEE THE

work hours.

Er, clearly. It's

I want to have a go at the new GBA SP. Apart from the saving feature of the light - it's crap. Firstly, for £90, if vou shop around and are competent at electronics, you can get a new GBA and Afterburner kit to fix the lighting problem. Secondly, the flip-top screen is susceptible to breaking along its

hinge. What happens when the internal rechargeable batteries run out on the train? And Nintendo removed the headphones socket! [Continues to rage for another 500 words.]

**Dev, Dorset** 

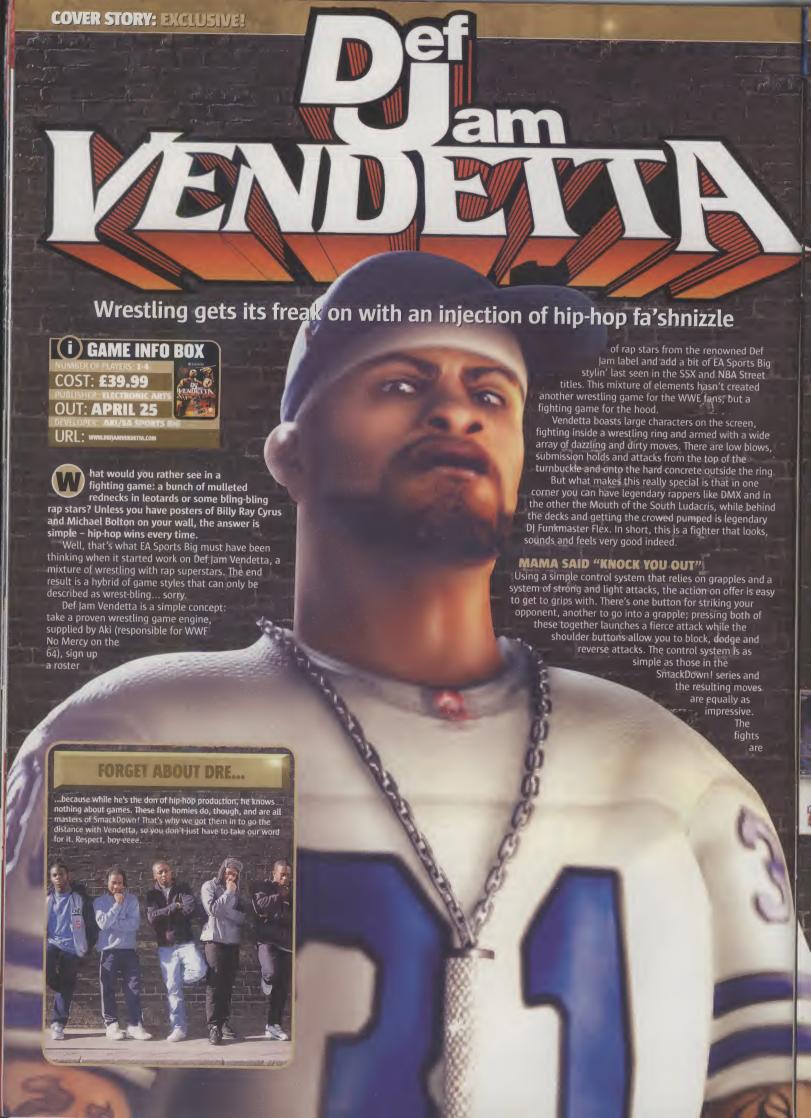
**STOP PRESS** 

I bought a PlayStation 2 the other day.

Haven

Gawes And in part two, Haven reveals how he plugged it it. We can't





# WANNA BE A RAP SUPERSTAR?

**GHOSTFACE** 

man strong Wu-Tang Clan, the Holy Ghost has also made his mark

Wallets. The Clan's love

Ironman, Supreme Clientele and most

with Killah's strong

KILLAH

An essențial

The legendary Def Jam label brought you monster albums by legendary acts RUN DMC, Public Enemy and LL Cool J and Licensed To Ill by the Beastie Boys, but Def Jam Vendetta calls on the current crop of the Def Jam roster. Don't know them that we'll? Let's change all that.

### WC

KEITH

MURRAY

member of Def

stepped off a basketball court.

With a string of solo releases behind him

With a career dating back to '89 and releases on Priority Records, plus his rap super-group Westside Connection with Ice Cube and Mack 10, WC has achieved the title of Ghetto Heisman; that's also the name of his first release on the Def Jam lapel. The Heisman is a famous US sports trophy awarded to an exceptional player by sports writers. WC has earned the Ghetto Heisman, no question.

### JOE BUDDEN

Joe's only been in the recording studio for a short time, but he's been on the scene a lot longer. At 16, Budden started to really make a name for himself in his Jersey home, hitting the local studios and appearing on mix tapes. In 2001 a self-produced CD started doing the rounds, followed by his own record contract.

## SCARFACE

Brad Jordan, known as Scarface, first achieved success with rap outfit Geto Boys. Since 1991 he's gone solo, but he also spends his days overseeing the Def Jam South label and nurturing new artists like Ludacris. He's recently recorded The Fix, his seventh solo album.

### DMX

Earl Simmons, known as Dark Man X, has achieved success on the back of his distinctive growling and heavy-hitting delivery. Four albums later and he's still going strong. His most recent release is The Great Depression but X also is making a beeline into movies with appearances in Exit Wounds alongside Steven Segal and starring roles in two Jet Li movies.

### **METHOD MAN**

A core member of the Wu-Tang Clan, Meth (real name Clifford Smith) has scored big on his own with solo albums Tical and Tical 2000: Judgement Day. He's also guest starred on Mary J. Blige's I'll Be There For You and has chalked up a noteworthy career away from the records with his partner in crime Redman.

### REDMAN

Redman has been doing it for 10 years straight with four monster albums and successful collaborations with the Def Squad and his fellow prankster Method Man. His fifth album Malpractice raised the stakes yet again, but Redman is also breaking out in other areas with TV shows and movie roles. And he's been Grammy nominated for his collaboration with De La Soul on the hit 'Ooo'.

### LUDACRIS

Luda is famous for his Southern rap style and humorous lyrics, with the massive albums Back For The First Time and Word Of Mouf. He also crows like a rooster on nearly all his tracks, an element picked up on in Vendetta when he powers up for a Blazin' move.

at that

MED

### N.O.R.E. & CAPONE

The most recent Def Jam recruit, N.O.R.E. mastered his rap style while serving time in jail, where he hooked up with his regular partner Capone. The two have made several albums under the C.N.N. name. His latest release is Grimey... God's Favorite.

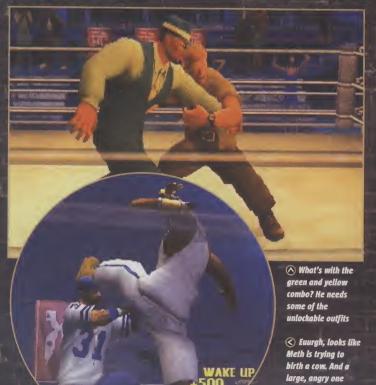
### **FUNKMASTER FLEX**

Flex is a successful DJ with a TV, radio and car consultant career to fall back on if he ever gets tired behind the decks. He's released a massive series of mix albums, the most recent being 60 Minutes Of Funk, Volume V: The Mixtape. In Vendetta he's behind the decks as you'd expect but he's not afraid to step into the rino.



also straightforward and easy to follow. Each character has a health bar and a Blazin' bar for special moves. Using a variety of attacks and avoiding repetition builds up this special meter.

The meter also reflects the momentum of the bout: lose your way and the bar diminishes, but start to dominate and you'll quickly power it up. Once the bar is full and your opponents' health is down to the danger level, you can perform a knockout with an impressive finishing move. The other win criteria are pinning your opponent for a three count or wearing him down so he quits.





O Boys, you're not in the playground now. This isn't the time for leapfrog

### IT'S ALL OUR TURF

The fictional character D-Mob brings this new world of fighting to you. He's a tough crime boss who has decided to take underground fighting off the streets and into the clubs. The stars in this new fight organisation come from the hip-hop powerhouse Def Jam. It seems their current roster of artists can back up their rhyming dexterity with bone-crunching power bombs and over-the-top finishing moves.

Joining the 12 Def Jam stars is a long list of fictional characters ranging from scrawny hoodlums to hulking bodyguards. There are nearly 50

# LET THE BEAT DROP

Not only do the Def Jam artists step into the ring, but they also provide a monster soundtrack with a number of classic tracks and some hot new cuts too. Here's the full track listing. What, no Mama Said Knock You Out? That's criminal!

TRACK: Do Sumptin'

**ARTIST:** Onyx TRACK: Throw-Ya Gunz-ALBUM: Bacdafucup

TRACK: The Streets
ALBUM: Ghetto Heisman

TRACK: Fight The Power ALBUM: Fear Of A Black

ARTIST: Scarface TRACK: In Cold Blood



ARTIST: Method Man TRACK: Bring The Pain ALBUM: Tical

TRACK: Focus. ALBUM: NEW

TRACK: Nothin'
ALBUM: God's Favorite

TRACK: Buck 50
ALBUM: Supreme Clientele

ARTIST: DMX
TRACK: X Gon' Give

TRACK: Stomp ALBUM: EW!

TRACK: Smash Sumthin' ALBUM: Malpractice

Hell Is Hot

TRACK: Stick 'Em ALBUM: NEW!

TRACK: Uh Hub ALBUM: NEW!

TRACK: Yeah Yeah You ALBUM: NEW!

TRACK: Oh My Goodness AtBUM: He's Keith









different fighters in the mix, but most are locked when the game begins. The way to access them is by playing through the Story Mode.

# STRAIGHT OUTTA COMPTON

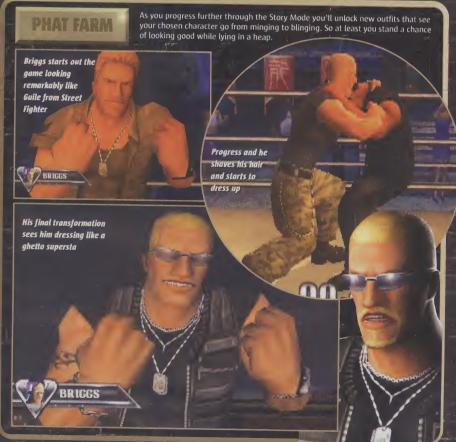
At the start of the Story Mode you get to choose from one of four characters. Strangely, each has the same goal: to help out his best friend Manny and hooked up with... yep, you guessed it – D-Mob. You progress through this

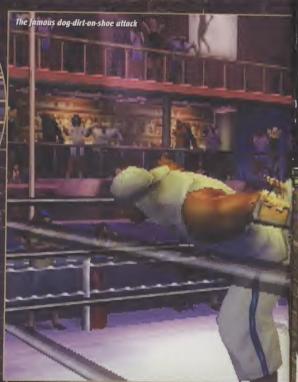






If that's not the ringpost that's one huge... Okay, don't worry, we'll stop there. Wouldn't want Capone and Murray coming after us...







🔕 Come Dancing: the ghetto years. Unfortunately the developers couldn't secure Angela Ripon to commentate



(A) Ooh ooh, watch where you put your hands or you'll get even more than you bargained for

mode by winning fights and building up your skills.

There are also a number of pleasant diversions. As you increase in stature, your skills don't go unnoticed. The Def Jam stars act as sub-bosses who will challenge you to come to their turf and fight them. Pass these challenges to unlock each fighter and stage for the other modes.

UU

there.



00:40

Stop posing, X, and kick his ass

# I LIKE THE WAY YOU WORK IT

Aki has really brought its wrestling expertise to the table for Vendetta – it's carried over one of its best ideas here: individual limb health. What this allows is total control over submissions. By focusing your attacks on the head or the legs you can wear this area of your opponent down faster. When the health for a limb reaches zero your opponent is forced to tap out.



(A) Ludacris is suffering with this leg hold



Killah puts a leg lock on Scarface



(A) Looks like DMX is going to need some new limbs



The ladies look more supple but it still hurts

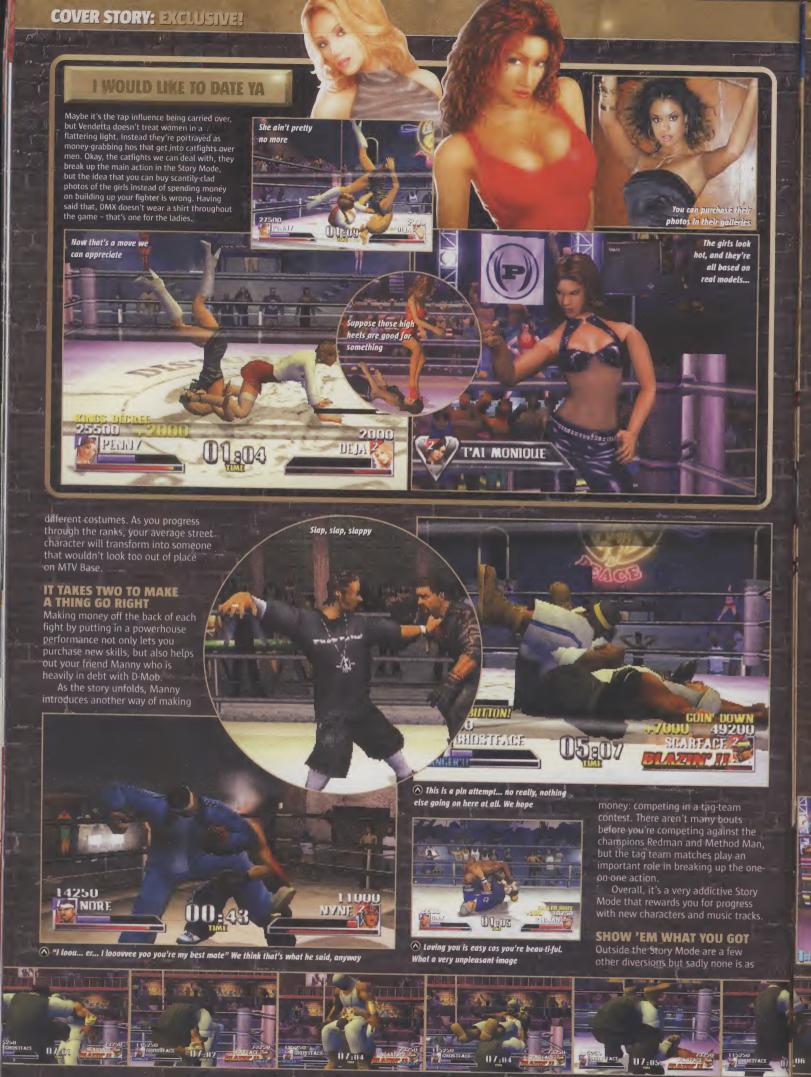
Whoomp! There it is!

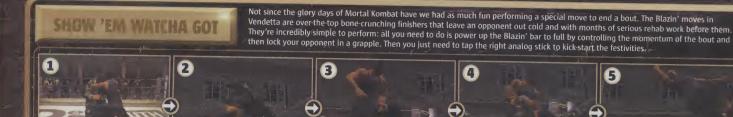
### **GIRLS I DO ADORE**

There's also female interest that will come your way, with girls fighting for the right to be seen on your arm. You can spend your prize money on buying photographs of the ladies in revealing outfits, but don't get too distracted. Spending money in such a frivolous way is detrimental to increasing your character's skills.

And building up your character, especially in the Charisma category, will help you unlock another element:



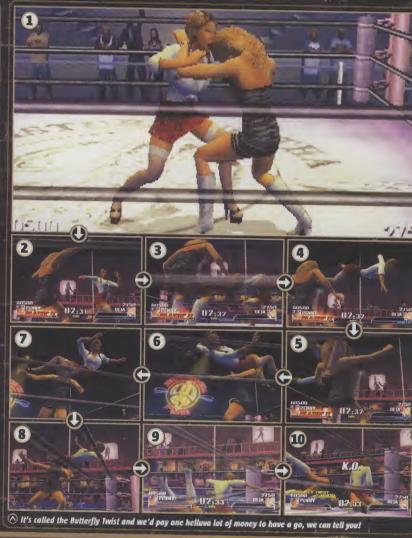




This delightful-looking sequence demonstrates Keith Murray performing his own take on the People's elbow

02:58





03:00





consuming as the main event. There's a Survival Mode and the option to play single bouts one-on-one, two-on-two, one-versus-three or every man for himself, but it simply doesn't quite seem enough.

Here's where we think Vendetta could offer a little more, especially as it's competing indirectly against wrestling titles that offer different match types. How difficult would it have been to add some weapons into the action, or a variety of victory criteria, rather than just pins, submissions or a knockout?







## ROLLING WITH THE HOMIES

We know what we think about Def Jam Vendetta, but we wanted to know what you thought, so we hit the streets to find our own Def Jam of reviewers. They don't pull their punches, either.



NAME: TIM
AGE: 18
"This is a button basher's dream, real skills don't really come through or into play that much. I don't know if it's got real longevity, perhaps you'll only be playing it for a few months.
It's good to see a game with real hip-hop artists and their music and the look adds realism, but I don't know if wrestling suits the hip-hop style. There should have been more special moves, not just the finishers, because they're real good and more punches and kicks to make it tougher. I liked it, but it should be more like a 3D Street Fighter or Tekken and not a wrestling game."







# "IT SOUNDS GOOD -IT'S FIGHTING MUSIC!"



THERE'S SOMETHING ACKING - BLOOD!"



# NAME: WILLIAM AGE: 19

AGE: 19
"It's alright but it could have been more complicated. There are too few buttons so you tend to end up tapping everything. I'd have liked it if it was a bit more skilful. Things like blocking and dodging...it's all too simple and basic. I like the special moves – they're funny

and unexpected.
I think it's a game you have to persevere with because once you unlock some of the later fighters in Story Mode, it makes it more exciting. It's just a shame that too many of the characters share the same moves.
The hip-hop stars, the music, it's a good use of the Def Jam licence, it's a good start but I think they could do a lot more in a sequel.
But it's still a good start."

THEY COULD DO



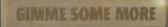
# NAME: GERRY

NAME: GERRY
AGE: 19
"I actually like this, it hooks you slowly. I wasn't really getting it at first but now I like it. I'm addicted already. If you get a lot of friends, I think it's one of those games you'll play with a large group, that's when it's more fun.
I love the special moves, you just want to power up as quickly as you can to see what each special is going to do. I think the real artists add a lot to it. The music as well is a plus. They've done a good job, it's a grower and once it's got you, you're hooked."

HIP-HOP MEETS



"IT'S BEITER THAN SMACKDOWN!"



Another nod to the wrestling heritage of Aki is the inclusion of tag team matches. the inclusion of tag team matches. Disappointingly, though, there's a fixed camera angle that can prove a little on the problematic side if you get involved in a ruckus at the back of the ring because the foreground action can

However, there's a sweet selection of double-team moves that's been included, and we reckon that they make up for any visuallyimpaired injustice.



⚠ Ghostface Killah and Ludacris perform a 3-D on purple tracksuited Dan G. That bitch-ass sucka deserves everything he gets, dog



backgrounds are incredibly detailed, the matches themselves are confined to the ring. This title is screaming out for interactive backstage areas like those seen in the SmackDown! series.

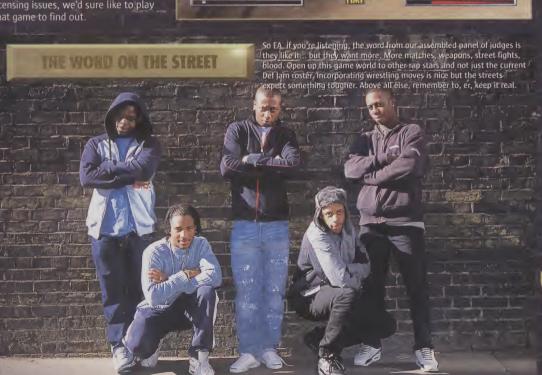
### THEY FORGOT ABOUT DRE

The other minor blow for the game is the Def Jam roster itself. These artists may have street cred but are they really the best on the block?

Would this fighter have been more fun and more appealing to younger Eminem, Jay-Z, Dr Dre, Busta Rhymes, Snoop Dogg and Missy Elliott? We don't know, but regardless of the licensing issues, we'd sure like to play that game to find out.









DEFIAM VENDET

ow, yeah I'm a plane, dog!" Di know what they're up to but it looks nasty



farts section of your scrap book

Despite these shortcomings, Def Jam Vendetta is worth checking out for the simple reason that it's good funand enjoyable to play. And you needn't be put off even if you don't dig wrestling games. The action on offer here may have its wrestling elements, but it manages to be just about different enough to appeal to a wider audience. Peace out.





The hip-hop injection makes this fighter seem fresher than it perhaps really is, but despite shortcomings, this is funky stuff indeed. Alex H

**ACCESS ALL AREAS TO THE HOTTEST FORTHCOMING GAMES!** 





## 🕦 IN A NUTSHELL

Hotly anticipated. super-realistic, sneaky covert-ops sequel to last year's first-person shooter. The team-orientated multiplayer mode encompasses a wide variety of objective-based missions.



WWW.ACTIVISION.COM

### **ONLINE GAMING**

Can you play the game online, against other gamers around the globe? Find out here

# PUBLISHER, DEVELOPER AND RELEASE DATE

Who makes the game and when it's due out, to the best of CVG's knowledge

### PLAYERS

How many people can play. If it's anything from one to 32, we'll put 32!

### IN A NIITCHELL

A brief summary of what the game is like. If it's an update and CVG has already previewed it we'll also sum up stuff we've said before

The console we played the game on is highlighted red, but other formats it's coming out on are listed too!

### WEBSITE

Want more info, more screens and to see it action? Visit this URL!



### THE BEST PICS

### INFO OVERLOAD!

The things we'd really like the developers to avoid including in the final game

CVG OPINION

What we thought

of the game, no matter what stage of development the game is at

WE LOVE

The good things we like about the

**WE HATE** 

game so far

# WHAT THE EXCITE METER" MEANS

You can tell how excited CVG's experts are about the game being previewed simply by looking at the Excite Meter! Easy, huh?

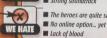




It's looking promising as long as the developer remembers to pay special attention to those dodgy Al routines! Otherwise this is coming along nicely Mike



■ Pretty explosions WE LOVE ■ Brilliant violent set pieces
■ Strong soundtrack



■ The heroes are quite scarce



CORE DESIGN



# IN A NUTSHELL absence from our

screens and

delays, the Tomb Raider is here at last. Altogether darker and more plot driven than previous incarnations, Angel Of Darkness looks like it's going to be form for Ms Croft. This is the game that should reestablish her as a genuine superstar of videogames. And thank gawd for that!



WWW.TOMBRAIDER.COM

angel of darkness

ara Croft wanted for murder! Believe it or not that's the bombshell that kick-starts the return of Tomb Raider to our screens. We've had a long wait to find out what really happened to Lara after she was seemingly trapped in an Egyptian tomb at the end of Tomb Raider: The Last Revelation, and it's not long now until we discover the answers.

What is evident from the time we've spent with preview code of Angel Of Darkness is that it doesn't waste any time precipitating you back begins in Paris, where Lara Croft has answered a call for help from her



igotimes Old abilities are re-invented. For instance, instead of just pushing crates to climb on, this time round there are other moveable objects too



🛆 Lara is more agile when hanging and shimmying along areas, but she only has a limited time to complete these tasks







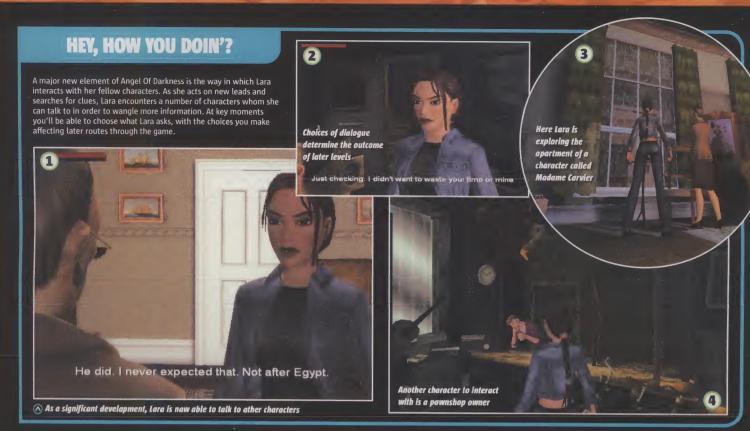












former mentor Werner Von Croy. Shortly after her arrival, however, Von Croy is murdered and Lara is named as the chief suspect.

Fleeing from the crime scene, Lara goes on the run from the police and, after an encounter with some mean-looking dogs who snatch her famous backpack, she finds herself unarmed.

### **BACK FOR GOOD**

As Lara sneaks around the Parisian side-streets and clambers up drainpipes to fire escapes and rooftops, one thing strikes you – this is very different from the previous

Lara can now explore apartments and their hidden contents

The guy chin-wagging on the phone is Kurtis, the second playable character, looking moody in a Parisian bar

games. The controls have undergone a major overhaul. There are no more measuring jumps by stepping backwards three times and you get separate buttons for long and short hops. Sublime analog controls create a break from the past too.

Environments are also far more interactive. In the Parisian streets, familiar Tomb Raider hallmarks such as crates to push and areas to climb are in abundance, but there is far more variety

than before.
As she searches
empty

# **PUZZLE-LICIOUS**

So far we have encountered puzzles - many, many puzzles - and most involve a bit more than mere switch-pulling. In fact, there are so many puzzles in Angel Of Darkness that Lara keeps a diary where she jots down clues and observations to keep track of them all. Luckily, you can peek at this record any time to check vital information before you pull the wrong lever.

is that the right lever to pull? Find out by checking your diary for clues





# **CLIMB EVERY MOUNTAIN**

Lara has always been able to climb objects and as the series has progressed, her climbing and the interactivity of locations has improved. Angel Of Darkness takes this to a higher level still, with Lara able to climb a wider variety o objects and enjoy some seriously sheer rock faces





🚫 Climbable areas have a distinct surface texture 🚫 Lara stretches to reach new heights





apartments, Lara can open cupboards and leaf through desk drawers searching for items; find a crowbar and she can also pry open locked doors. Through the opening Parisian levels we also noticed a far less linear structure than before, with multiple routes and solutions for each level.

These different routes play an important role, as you are rewarded for being adventurous with power-ups. Yes, Lara can now improve her abilities as the adventure unfolds. By upgrading her upper and lower body strength you'll find Lara can jump further or run faster.

Lara also has a range of new moves, including hand-to-hand combat. A stealth mode enables Lara



igtriangle Sneak up behind the guard and get him in a headlock. Squeeze tighter and the sucker will hit the deck

to hug walls, peek around corners and sneak up on enemies. More dynamic is the 'last-chance' grab, which grants you a second chance at making tougher jumps.

With the action set entirely in Paris and



This looks like it could be quite tricky

Prague, we were expecting the levels to look similar in architecture and

Just hanging around with the new and improved rock climbing, y'know

> design. But remarkably, each looks and feels very different and the game can cleverly switch to more traditional Tomb Raider environments without leaving either city.

We've already witnessed several memorable set pieces with Lara being pursued by a helicopter across the Parisian rooftops and through the Louvre museum by SWAT teams.

We've also been stunned by the sheer size and scope of some of the locations. One level already looks like being a stand-out the Tomb of the Brother Obscura seems just as devious as St. Francis Folly in the original Tomb Raider. More on this as soon as we get it!



Lara can interact with lots of different types of objects



From what we've played and seen so far, everything is pointing to a great game, but we'll contain ourselves till we've played more. Alex H

■ Large atmospheric levels



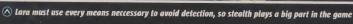
Intelligent puzzles
Character interaction

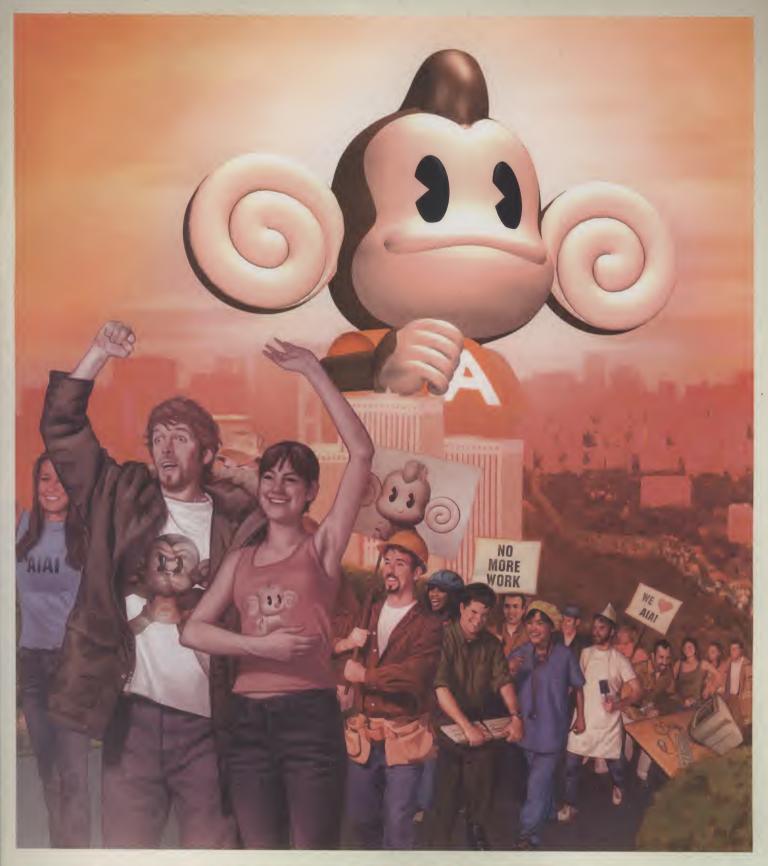




■ The delays! ■ Where are those famous shorts:
■ Did we mention the delays?







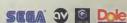
# SHARE THE MONKEY DREAM

FASTER, WILDER. WITH 13 GAMES IN ONE, S NEW MULTIPLAYER GAMES INCLUDING MONKEY BOAT RACES, MONKEY DOG FIGHTS, MONKEY TENNIS, BASEBALL AND FOOTBALL.
YOU AND YOUR MATES CAN UNITE AND BECOME FIERCE MONKEY RIVALS, BATTLING FOR PRIMATE SUPREMACY IN AIAI'S MADDEST ADVENTURE YET. SO TAKE TO THE STREETS, MARCH TO YOUR LOCAL STORE, SHOUT SUPER MONKEYBALL 2 FOREVER! AND DEMAND YOUR COPY NOW.

WWW.SUPER-MONKEY-BALL.COM













⚠ As the drawbridge is raised you need to time your jumps onto these moving tiles







WWW.DRAGONSLAIR3D.COM

his is based on the beautiful but pureevil-in-videogame-form hell of Don Bluth's animated Eighties laser disc atrocity. But hold! Dirk The Daring's long overdue return to gaming is a puzzle-orientated adventure that looks set to thrill as much with its gameplay as with its gorgeous cartoon graphics. At last!



⚠ Target and lock on to scrap with the scary beasts that want to such your brains





The cheery death sequences make a return but you can skip them if you prefer

Many of the trademark instant-death scenarios and tricky single-room puzzles return, rendered in 3D, but this time Dirk has many a nifty move to help him negotiate the traps that lie between him and Princess Daphne. We played it and liked its tricksy puzzliness a lot.



■ Finally a good DL game!
■ Loads of traps to conquer
■ Keeps spirit of the original





DIE, BEASTIE, DIE

Among the new abilities for this sexy sequel are brand-new creature cards which let you transform into monsters for a short time, assist cards that erect totem poles in the battle are: effecting a status change, and even summon cards for commanding degraphical monsters.



# I DST KINGDOMS



As with the original game, the cards are assigned randomly to the pad's buttons

PUBLISHER
ACTIVISION
DEVELOPER
FROM SOFTWARE
OUT MAY



Battle demons and monsters by flinging magical playing cards at their heads and summoning creatures to battle for you in this real-time mission-based roleplayer sequel.



WWW.FROMSOFTWARE.

laying cards are great. Whip 'em out for a game of rummy on the train, use your poker skills to sting your mates for cash, or use them to call forth colossal beasts and battle the tides of darkness.

That's just what you have to do in Lost Kingdoms II. Set 200 years after the events of the first game, but in the same troubled hills and valleys of beautiful Argwyll, you have to traverse the countryside, battling creatures and solving the mystery of their sudden increase in number.

Where this game differs from the first is in the way you can now battle



This means your foe is healing himself before laying on more beats

the monsters anywhere in the environment (whereas before you had random-battle-style encounters in severely restricted arenas). The impact this has on the gameplay is massive as it feels far more fluid and faster-paced.

There are 100 new cards to add to the original 100, and with them come loads of new skills and abilities. These change the way you play too, letting you morph into giant flying creatures to traverse gaps in the landscape and sniff out secrets, for instance. It looks like this'll be just as hardcore as the first title, but a little more accessible for non role-player fans.



Frazzle! All enemies and cards have elemental alignments to consider when attacking

CVG OPINION Like Yu-Gi-Ohl minus the kiddie nonsense, plus final Fantasy without the boring plot guff. Sure to offer hardcore roleplayer battling at its finest. Lee



Reworked, faster-paced battles
Fantastic new abilities

Even more addictive than original



■ Graphics could be better
■ All the stat crunching needed to get the best performance

FIRE FIGHT IN

SCUD ALLEY



www.conflict.com



CONFLICT

To Cantitude

EMMA AWARD WINNER

"Forget about your social life for a few weeks"

DESERT STORM

**BIZARRE** 

"A mix of good strategy, great sniper mode and decent AI"

loaded

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Win McNamee/Reuters/Popperfoto. Crown Copyright 2002 MOD.

DESERT STORM



appy birthday to you, broken skulls and tattoos, VF's taken Tekken's crown now, Namco's crying BOO HOO!

Sega's Virtua Fighter series is 10 years old this year, but even Charles Darwin couldn't have predicted that a species could evolve so quickly and brilliantly in just a decade. Virtua Fighter 4 Evolution has doggedly scrapped its way to the top of the beat 'em up food chain, its innovative gameplay and killer modes giving it so much power that it's now capable of chewing up and spitting out any console brawler that dares challenge it.

It's not just the masterful fighting mechanics that make VF4 Evo such a

brilliant beast. VF4 introduced the idea of building a reputation for your chosen fighter (with personalised nametag). Everything saved to your precious portable memory card, ready to be inserted into the PS2 of any



Think up a name for your character, then take him out and forge a reputation for yourself

# **KICKING ASS FOR KUDOS**

VF4's original but slightly one-dimensional Kumite mode has been replaced by a far superior Quest mode. The ranking system is the same: you start at 10th Kyu and are presented with the ultimate challenge-reaching the coveted highest High King rank. There's heaps more in the Quest mode than ever appeared in the Kumite mode. Now you have to fight your way from arcade to arcade, overcoming challenges in each location to unlock and enter the various unique tournaments on offer.



QUEST MAP: Battle your way through the arcades. Wrestle up the rankings by defeating hundreds of fierce opponents, enter hardcore tournaments and unlock special extra features on your travels



MYPER ACTION BATTLE: Simple punches and kicks inflict little damage in this tournament. You must use your fingers of flame to pull off devastating multi-hit attacks in order to succeed



# **VIRTUA FIGHTER 4 EVOLUTION**











# SMOOTH AS A BUDDHA'S BONCE

Like VF4 before it, VF4 Evo gives you the choice between both 50Hz and 60Hz modes abling you to experience it as it's ultimately intended to be played. But that's not all, fight ns! CVG ran the PS2 and arcade versions side by side and you will be ecstatic to hear that the versions look identical. is look identical. And yes, that means no jaggy edges whatsoever! Lei-Fei's bonce







every bit as slick as the Tekken crew

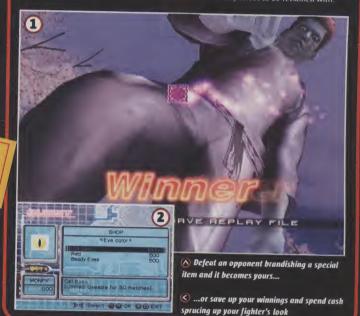


# **ACCESSORISE**

In VF4 you were rewarded with items and extra pieces of clothing with which to customise your fighter when you achieved certain ranks and performed specific fighting feats. But VF4 you highter when you achieved certain ranks and performed specific lighting leats. But VF4 Evo has improved the structure of earning special collectable items. You can still win items from opponents by whuppin' them, and you will be rewarded for nailing extraordinary challenges, but the majority of the items must now be bought from a shop.

challenges, but the majority of the items must now be bought from a snop.

You earn cash for winning special bouts and bag greenbacks for winning tournaments and placing in the top three. You need to win big to afford many of the high-priced prizes available for each character. It's worth the bruises, though, because once you're let the doctor. with all the best gear, anyone you come up against will immediately be intimidated. Fighters with the most expensive threads and accessories are obviously forces to be reckoned with.





This knockout tournament sees you and 32 other batants duking it out for the coveted first place, using walls to do tons of extra damage to your opponents



A marathon tournament that will test the endurance and concentration of any Virtua Fighter aficionado. Each fighter starts with 1000 health and there's only one round per bout!



Stay on your feet or pay the price! Get knocked over and your energy bar will shoot down. The only way to avoid this is by performing a 'recovery' the split second your fighter hits the deck



WEST KING CUP: There are also some straightforward tournaments that simply require you to brawl your way through a line-up of top quality fighters to win unlockables and hard cash



Goh Hinogami makes Brad Burns smell one of his deadly bottom burps. Poot!

on. Your win ratio, your rank, the

VF4 Evo expands on the whole awesome Quest mode and over 1500





Only a few characters can fight at a time





hose who have played the PSX original will be familiar with the grid-based strategy on offer with FF Tactics Advance.

On top of a deeper job system, Square has implemented a judge system where you're penalise for breaking the rules of battle set up on each battlefield. You can change the rules by collecting rule cards that can be traded, along with other items, via link-up cable.

There's a story in there as well though, involving a group of real-world kids transported into the Final Fantasy world (yes, really!), but overall FFTA is mostly about plentiful strategy gameplay, tailored to the portable format and complete with two-player link-up battles. We'll have lots more as soon as we get it.



↑ Things seem to begin innocently enough with a 'playful' snowball fight









# TAOFFE LOTUS

PUBLISHER
MICROSOFF
DEVELOPER
STUDIO GIGANTE
OUT MAY

IN A NUTSHELL

Xbox's great white hope for a longoverdue decent fighting game comes from the

co-creator of Mortal Kombat and manages to tinker with some

of the genre's longest standing traditions. f ever there was a maxim for fighting games, it's: "If it ain't broke, don't fix it."

But, in an explosive arrival, Tao Feng flouts the conventions of all the fighters that have gone before, like an upstart street fighter taking a poop on Bruce Lee's hallowed grave.



Tao Feng's innovations range from the flashy, like launching attacks from poles in the fight arena, to the fundamentally gameplay-changing. Rounds, in the traditional sense, have been ditched, and there is no time limit to bouts either. Instead, you are forced to wear down your rival's three energy bars in fights to the death.

When one character goes down, the fighter that laid on the smack continues the next part of the fight

with the same amount of energy as he had at the end of the last part.

Excessive blocking and being hurled into the breakable scenery will also cause damage to limbs. Break your legs and you move slowly, losing half your kicking attack power. What's

Special effects look the jive kicking attack power. What's more, expendable Chi energy can be used to regenerate your limbs and health, so bouts swing back and forth between winner and loser far more than any other fighter of this style.

Throw in amazing-looking special effects, adventure modes and loads of bonus games and this could well prove the must-have Xbox-exclusive fighter the machine needs.









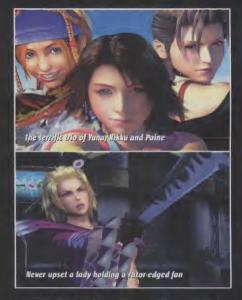
🔿 This seismic attack devastates Phoenia



a winner with Xbox owners and



WWW.game.uk.com Enigma Rising Tide Global Power Heath Northland Runaway The Watchmaker www.gmxmedia.net





FINAL FAMILY TO THE PROPERTY OF THE PROPERTY O



IN A NUTSHELL

This first direct sequel takes place two years after FFX and features Yuna, Rikku and new girl Paine trying to find out what happened to Tidus, the original's hero. You've never played a FF game like this before!



WWW.PLAYONLINE.COM

orget the linear story-driven structure of FFX. In FFX-2, you start off with full access to an airship and are free to travel about the world of Spira at will. Much of the game involves heading out to locations that you explored in FFX and taking on mini-quests. Complete the quest, and you earn new items.



Two years on and the game still looks lovely

Some quests, labelled with an 'Active Link' icon on the world map, directly advance the story, and by breezing through these areas, you can finish the game quickly. If you want to see all there is to see though, you'll have to replay the game and aim for a 100 per cent story rating.

# **HASN'T SHE GROWN!**

The story centres on Yuna's search for Spheres that contain a recording of history, with one in particular, a Sphere containing images of Tidus, having first set her imagination on fire. Yuna's changed since FFX. In addition to being known throughout the world as the summoner who defeated Sin, she's taken on a less goodie-two-shoes air. There's





# **YUNA'S ANGELS**

With high-fives, winning poses and lots of spunk, Yuna, Rikku and Paine form a regular gaming's Charlie's Angels. From the start FFX-2 is full of goofy humour and fan-service, ranging from dance numbers (including an actual singer/dancer Job) to a bathing sequence, which you'll have to work extra hard to find (eat that, DOAXI).







1 The girls take time out to frolic in a spring O Strike a pose, girls. That's it!

O You'll see Yuna dance more than just once

歌っておどって勝利を導くサポート専門のドレス

O Are you starting to get the point?



lots of fun to be had in finding out what's become of them and what they have to

storytelling to be a bit on the abundance of upbeat dance themes, and you have a game that may leave the staunchest FF fanatics scratching

# LOCKED, LOADED AND CHAINED

If the non-linear gameplay feels strange, wait until you see the battle system, which is nearly unrecognisable as FFX. At its heart is a job system



でいけルトプレ を呼び出して 148 MD 48 1/2 mg/ 0.00 ITES THE 歌姫 86 39 84/ 39/ MP

> Changing jobs and dressing up in new cozzies is complicated at first but stick with it



Darkness descends but it still looks pretty



Boss encounters split the story into chapters



Follow the Active Links to progress the story

# DRESSING UP

The Dress Up system is FFX-2's name for the job system. Characters equip 'Result Plates' which contain Dress Spheres, each associated with a particular job. In battle a character can only change to jobs on the Result Plate with which they're equipped. Certain Result Plates give characters special abilities just by being equipped, and others allow for characters to gain new abilities by changing jobs in certain orders



O Gunner Yuna has only a normal heal spell at first





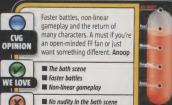
O Yuna transforms before your very eyes into a knight



she gets a spell to raise the dead

known as a 'Dress Up' system, in job as needed while in battle. A given job offers numerous skills and progression for the impatient.

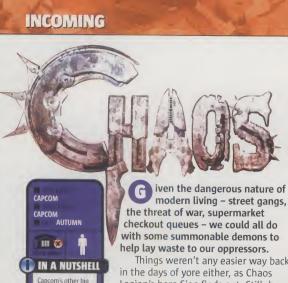
On the whole, the battles are faster making use of a new time element where chaining together attacks results in mega damage. You'll have to time your attacks accordingly, especially when using commands like Yuna's quick trigger-gunner attack rapidly to fire a volley of bullets.



■ No nudity in the bath scene WE HATE

Non-FFX players may be confuse

Smaller scale than before



thic adventure

with insane levels

of carnage, an emphasis on visceral arcade thrills and some of

he most spectacular

WW.CHAOSLEGION.COM

Things weren't any easier way back Legion's hero Sieg finds out. Still, he at least has some demon buddies on his side and can call them forth in his quest to topple bad guy Victor Lacroix's evil scheme.

# FIGHT, SLAY, REPEAT

It works like this: Sieg battles through screen after screen packed solid with mutant creatures, using his increasingly potent, summonable Legions to help even out the improbable odds. You lose your best Legion right at the start of the game,







Is it just us, or is this the muddyfunsting coolest looking game ever? respawns enemies so take it out

though, and have to spend the rest of the adventure collecting and upgrading - nurturing, if you prefer the lesser Legions you find during the course of your journey.

This is no free-roaming adventure as the battles take place in limited locations, sealed until you defeat every enemy. Rather, it's an arcadeorientated all-out action game that's all about stylish hard battling and insane levels of action.

That's not to say there's no strategy to be employed. Different

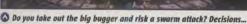
# While the backdrops in Chaos Legion are little more than arenas in which

more than arenas in which the carnage plays out, they still took absolutely amazing. The game opens in Devil May Cry 2-style castellated walkways before giving way to forested areas and rocky paths that weave around foreboding mountains. games is out, and Western European 16th Century that's what Capcom seems to think.









types of enemies have different skills and weaknesses, as do your Legions.

You can take two Legions into each level with you to battle the hell spawn, and the two chosen will gain experience and grow. If you want your entire squad to grow and blossom into the death-dealing crew you know you deserve, you'll have to revisit



There are some awesome pitched battles in store between your army and the demons



While using the archer Legions you can manually target where their arrows land





your enemy won't want to see. especially once you've levelled up Legions

levels with every type of Legion and share the power-up love evenly.

There are loads of amazing ideas present in Chaos Legion and we've only played a fraction of what the full game has to offer. Above all else, it's a beautiful game to behold, and we eagerly await a fuller playtest as the game nears its release.







WWW.FOX.COM/FUTURAMA

o doubt you're experiencing excruciating flashbacks of The Simpson's Skateboarding and The Simpson's Wrestling about now. CVG feels your pain, but snap out of the nightmare and relax, because platform puzzler Futurama isn't looking too ropy.

The action sees you diving into the cel-shaded skins of Bender, Fry, Leela and Dr unique skills to overcome the multitude of





- Recreates TV prog atmosphere
  Explore New New York
  Simple to pick up and play

- Extremely basic gameplay ■ Not exactly a massive sprawlina adventure





WWW.SCI.CO.UK/GAMES/

nly wobbly old gaming granddads are going to care that the 40-year-old Steve McQueen movie by the same name has been made into a game. But even if you're not bothered about the film, its exciting escapeme-do stealth gameplay promises to make it a

decent World War II-based action adventure. It's your job to control a four-man squad of nimble-footed, fast-fingered, smooth-talking, that'd put even the foxiest of foxes to shame





■ Get one over the Nazis ■ Heaps of sneaky peaky actio ■ Crafty team-based action



# WHO'S A PRETTY MONSTER THEN?

Along with introducing numerous new gameplay enhancements, Aria Of Sorrow ups the stakes in the visuals department. In Harmony Of Dissonance the overall look was far brighter ferocious-looking, the environments more vibrant and the animations more dramatic



🚫 This hot-headed fella blazes around and 💢 The animation of the skeletons tearing hunts you down in an effort to burn yo' batty around on chariots is awesome



**III (3)** 

IN A NUTSHELL

Konami's newest nightmare sees you whippin' heads and kicking Evil square in the teeth yet again. But tasty new gameplay touches mean Aria Of Sorrow is set to take the handheld Castlevania experience to even higher heights of nasty pleasure



WWW.KONAMI-EUROPE.COM

ots of us at CVG have woken up in frightening situations, having passed out the previous night from one too many shandies. Only last week Lee found himself trapped under a 15-stone pygmy with a nineinch candle in one hand and a copy of the Kamasutra in the other.

Aria of Sorrow

There's still tons of classic old

skool precision platform action

to enjoy this time round

But none of us has ever opened our eyes in a terrifying castle and been forced to fight armies of hell-spawn and bloodthirsty beasts. This is what happens to the star of Sorrow, Soma Cruz, a student living in the year AD 2035. Poor sod. Things are about to get super-wild for

> The monsters in this fantastic followup are far more menacing than in

previous Castlevania encounters

Collegt over 100 new uitaeks and abilities on your terrifying invelo

Aria Of Sorrow is the third Castlevania action and puzzles is extremely similar to Harmony Of Dissonance, but this latest spooky quest introduces even nuttier monsters and a brilliant and ferocious new special attack system for Soma to master.

Now you can combine multiple abilities to unleash devastating really get Castlevaniacs flapping their velvet cloaks in excitement is the new soul-stealing and trading aspect of the you can use their attacks, but here's with your mates! And with over 100 attacks and skills to collect you're going to need to trade like mad if you want to get the whole set.

All these new elements promise to add a fresh level of excitement to the



There's more than one way to hook a fish. Soma fires lasers out of his eyes. Phzz-ack!



igtriangle One of the awesome new weapons includes a whopping great buzz-saw yoyo. Nice



∧ Aria Of Sorrow is definitely more violent and bloody than Harmony Of Dissonance. Blurgh!

Castlevania experience, and prove that the series is still focused on cooking up improvements. Considering the Castlevania games are arguably the all its funky new features should be the finest frightener of the lot.

Aria Of Sorrow could be the biggest leap forward for the series, thanks to the skill-trading, improved visuals, and updated attack system. Mike



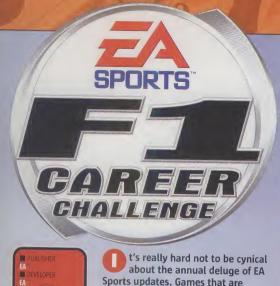
■ Trading abilities via link cable ■ New combination attacks ■ Heaps of hefty new monster



Repetitive level design Puzzles aren't tricky enough







t's really hard not to be cynical about the annual deluge of EA Sports updates. Games that are essentially the same as the previous year's with just a handful of new features and 'refinements' don't qualify as essential purchases in our rheumy, game-weary eyes.

So it's with salty tears of surprise that we greet EA's latest F1 offering. It's got new ideas, whole new game modes and could be the turning point for annual updates.

Here's hoping, anyway.



reer Challenge

season Career mode, along with all the other usual

features an extensive four-

weaks and

ell-realised

last year's version of the serious sim

VWW.EA.COM/EASPORTS

wei so waich your swernage

Trouble ahead as a rival car spins out in the

What makes F1 CC different is the fact you can now race as one persona through four entire seasons, from the '99 season to '02. Starting as a rookie.



it's up to you to fulfil your racing bosses' criteria and earn the respect of rival stables who might want you to race for them.

FERRARI

All the data from the four seasons is accurate – down to Schumacher snapping his leg and being out of the competition until 1999's Malaysian GP.

The EA Sports card reward system has been included: performing certain actions in the main game (like overtaking four cars cleanly) unlocks bonus points which you can use to upgrade your game. Also making a welcome return is the slipstreaming, though it's been improved to suck you into the catapult effect more subtly, and propel you forward more realistically than in 2002's game.

Essentially it's still F1 – that's the nature of an F1 game, dummy – but the depth of the Career mode will provide a whole new way to play.





Real-time reflections

in your racer's helmel, wow as much as the

gorgeous course

The pit stops are interactive so get your syst rhythm action skills honed

ARROWS

Pan sonic

Toyota

Toyota

Toyota

The first of this year's EA Sports games looks set to offer a much needed nitro boost of originality. Let's hope the other big EA Sports franchises follow suit! Lee



(X)

F1 is so serious... Zzzz
You can't be M Schumacher
Last year's game is out of date





# SPHINX





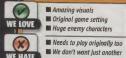
ou only need to look at their epic hieroglyphic texts to know that the ancient Egyptians were a dirty bunch. All those giant appendages, buxombreasted dusky beauties and dodgy fertility rituals probably made for a pretty fun time to live in. Therefore we welcome any original game set against this seedy backdrop with open. ahem, arms.

It's early days for this action-adventure game, but we've latched onto the attention-grabbing screens like an asp to an Egyptian Queen's bosom. Full of Eastern promise – not to mention enormous freakazoid enemies – this is looking sweet and sexy. Expect to read a lot more about Sphinx in the coming months leading up to its Winter release.



∧ A familiar challenge of off-ground touch?







■ DEVELOPER OUT **III 0** 

IN A NUTSHELL

The ultimate party rnythm-action series blasts onto PS2 with a few new gameplay challenges and a great new oundtrack Best played with a dance mat and loads of mates.



006 123kcal

osting fireworks through the letterbox, digging sick into the prize flower beds with a wooden spoon... There are loads of ways to really upset your neighbours. Our favourite way of giving the cuss to everyone who lives within a 100 metre radius is to dance to Kylie, Sugababes and, er, S Club Juniors at full volume, wearing huge clogs.

# **SHAKE YO' BOOTY**

Dancing Stage finally comes to European PS2s and with the leap to next-gen comes fresh challenges and an even fresher soundtrack. Step in time to the likes of Kylie's Love At First Sight, JXL's A Little Less Conversation and even The Cure's Love Konami's own tunes have been included too, from nosebleed techno and hard trance to mushy ballads.



🔇 In Workout mode you can see how many calories you burn off. Beats the gym any day



↑ The colourful, brand-new comic book style looks great on the PS2



O Spectators can sing along to the karaokestyle words if they really feel the urge

Taste is a personal thing of course, but we all reckon they're of a much higher quality than the stuff in the PSone Dancing Stage games.

The biggest differences between this and previous versions lie in the new Double mode where one funkedup foo' has to use two dance

You can play Dancing Stage with either a joypad or a dance mat controller. With a pad it's a piece

of peas unless you play on Extreme Difficulty settings. With the dance controller most folk wil struggle with anything beyond the Standard setting. Practise hard and find your own groove.



Each track has a difficulty rating for the different skill levels

NONSTOP

Select Music

**♦** When the arrows form a block of colour, hold your foot down

the way you now have to hold one stomp with your other free foot.

differences. Still, the series' evergrowing band of dance fans would argue Dancing Stage is innovative enough as it is and they're sure to welcome this PS2 version with open arms and gyrating hips. As should anyone with a keen sense of videogame party fun. 🐵



PAY IN SWEAT!

played DS before or if you've got two left feet



**♦ Standard mode will be okay for most but** Difficult is where you earn respect



Play in Expert mode if you want to raise your blood pressure to dangerous levels



All you need for a perfect game party, provided you don't mind looking very silly and can afford the controller(s). We reckon it'll be worth the investment. Lee



WE LOVE The best party game... ever



■ You need to fork out for mats WE HATE

Not much different from PSone

Still not enough licensed music



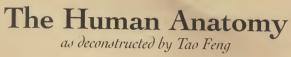




FIG. 1. - Considerable Pain

The process of deconstructing the anatomy begins with bruising at the point of contact, leading to bloody contusions and cerebral bemorrhage.



FIG. 2. - Physical Disability

The deconstruction nears completion as limbs weaken and break from continuous physical abuse, finally rendering the enemy useless.



FIG. 3. - Environmental Destruction

Opponents are often burled into walls and glass situated nearby, resulting in injuries of variable depth and size.



The Pain is Real

Microsoft game studios

www.xbox.com/uk/taofeng

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# IN A NUTSHELL

Part sim, part strategy and part puzzler. Build up a team of ghosts and scare the crap out of the local mortals with your sneaky spells, illusions and trickery.



WWW.GHOSTMASTER.COM

et's face it: baddies have all the best lines, the coolest costumes

Now that's got to hurt - 'terror incarnate' indeed. Let's hope the world's leading despots don't play this game

Create a cold spell

and the mortals

will light fires

and all the fun. If you're fed up with being a do-gooder, helping little Sim people to buy dishwashers and stop peeing themselves, and would rather scare them out of their tiny minds and send them screaming into the night, then Ghost Master is the game for you.

Gravenville to sort out some supernatural shenanigans. With your own team of ghastly spooks and spectres, you'll travel to various gothic mansion, an insanity asylum and a Mafia-run boat.

# **DEAD AND LOVIN' IT**

few local ghosts who will then join

to be done and during the game you'll be able to accumulate 50 ghosts with over 150 haunting powers with which you can create some freaky goings-on. These include sucking mortals through conjuring up hundreds of little ghost spiders. Sounds like quality fun.

Shost Master is surely the anti-Sims for 2003. Yes!

**⊘** Gremlins are crazy

critters that simply love

messing with electric objects

and causing a few sparks

scary magic to put Davids Blaine and Copperfield to shame

When it comes to scaring the bejesus out of people, these guys are old hands. If you can train them up enough, they'll also turn into awesome superghosts and you'll be thankful they're on your side.



ned to areas where certain emotional disturbances have occurred



to create mischief all over the shop and they're cool shapechanaers as well





If you hate the Sims, you'll love this. In fact, even if you love the Sims, you'll probably love this. It's all deliciously evil and we can't wait. **Rhianna** 



Innovation and humour ■ Bucket-loads of fun



■ Current lack of ghost editor ■ No multiplayer mode
■ Slow to start like most sim gar



50





THE BATTLE FOR LIBERTY ISLAND



IN A NUTSHELL

From the makers of Hitman. Has been simplified to offer fast and easy-to-manage squad-based tactical action. Not a serious soldiering sim like Flashpoint



W2.IOI.DK/GAMES/ FREEDOMFIGHTER.

nother month, another plumber to the rescue. Soviets have won the Cold War and invaded New York who can lead American freedom fighters to liberate Manhattan? Only a plumber called Chris. Obviously.

IO has made some major changes since it first announced Freedom, ditching ideas like turn-based strategy modes and focusing on making the tactical squad-based element userfriendly so gameplay is fast-paced, but peppering it with some thinking bits. So, definitely not a soldier sim like Flashpoint then.

# **COMMIE AND GET SOME**

It's now structured into eight chapters, each with sub-chapters like real-time missions playable in any order. They're often interconnected, so

released together and a Cube version is also being considered successfully completing objectives in one impacts on another. For instance, taking out a chopper refuelling station stops reinforcements in another.

PS2, Xbox and PC should be

tougher sub-chapter. There are also multiple routes to completing objectives. Not just whether you climb over roofs or stick to the streets while exploring, but also stealthier and more Rambo-like approaches. Real-time lighting means you can take out lights to sneak through some areas, and in one level you can choose to blow up a power plant, making the whole zone darker.

But what has impressed us most so far is the simple team command system and excellent AI of your fellow freedom fighters, taking the pain out of devising tactics and making massive, spectacular firefights feel fast and fun - yet all directed by you.

**DIRTY DOZEN** 

A charisma system rewards

success with control of

up to 12 fighters, which

could be a nightmare.

But Freedom has no

separate team

menus or HUDs,

and a couple of

button taps selects

and issues orders

like 'Follow Me' or

'Stay Here' to all or

individual fighters,

who each have icons

overhead displaying

They're smart enough

their status.



Al will have to be top notch as 10 doesn't want to include too many repetitive scripted moments

Enemy patrols are sometimes

armoured, and their route timings often unpredictable

them clear an area and then, with no further instructions from us, man nearby fixed guns.

Camera is mostly third-person when Chris benefits from fuzzy

auto-targeting, but there's also a Thing-style first-person mode that leaves you to aim but roots Chris to the spot.

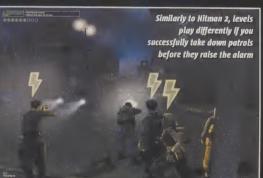
This is also especially useful for precisely ordering troops to more distant locations or managing big firefights from a vantage point, which with up to 30 troops involved should be every bit as frenetic

as those in recent Medal Of Honor titles. We've yet to see that many troops in action, but providing the AI and command system holds up, it bodes very well. 🐵



Nake down enemy sergeants to make their grunts a less effective unit



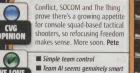


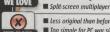


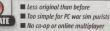
(A) It seems rag-doll physics are almost compulsory in games these days



As you can't carry much you need to think about your tactics and decide what to carry







# COUNTER-STRIKE CONDITION ZERO



ONLINE GAMING X32

IN A NUTSHELL

The latest in the hugely popular online team-based terrorist versus counter-terrorist shooter series. Introduces single-player gameplay and Al bots and lets you play with and against humans online. Has been massively delayed but is finally nearing completion.



WWW.CS-CONDITIONZERO.COM t's been almost a year since we last saw Counter-Strike:
Condition Zero in action, during which time there's been very little new information about this single-player version of the world's favourite online shooter.

Fear not, though, because CVG managed to get a big old eyeful of the game at the recent Vivendi conference in Berlin. From what we saw, there's plenty to be getting excited about.

# GO GO GO!

online

Thankfully, all of the seat-of-yer-kecks action of



(A) Cinematic cutscenes will add atmosphere to each mission

# IT CHANGED THE WORLD

Counter-Strike still attracts more online players than every other PC shooter combined. But when the game's more addictive than an England vs Germany World Cup final and more manic than a bevied-up mosh-pit, it's hardly surprising. What's more, CZ is set to add to this popularity by being backwardly compatible with the original Counter-Strike, and allowing bots to fill empty spaces on servers. Come June, your girlfriend won't see you for dust.





Anyone need a light?





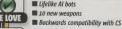
Counter-Strike is still present and correct, with the AI bots showing a fiendish level of intelligence.

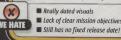
Your role is to lead a team of counter-terrorists in missions to thwart the evil powers of terrorist organisations the world over (or vice versa) by rescuing hostages, diffusing bombs and carrying out a host of other mission objectives. All of which will require team-work, skill and a hefty dollop of tactics.



New weapons include a remote-controlled bomb (like a remote-controlled car, only this one will take your head off), and a riot shield to hide behind when the action gets a little too hot to handle. Throw all-new maps, skins and an enhanced engine which purrs like a new Ferrari into the fray, and it all combines to make CZ one to look out for. With a due-date of June this year, the countdown is on.









PUBLISHER
VIVENDI
DEVELOPER
INIHELISTIC
OUT: LATE 2003

ONLINE GAMING TBC

IN A NUTSHELL

They say: 'tacticalaction', we say 'stealth on steroids'. Multiple routes to success, multiple rewards, loads of cool features, abilities and weapons, puzzles, vehicle sections and varied worlds. All on a massive scale.



O

GC GC

WWW.BLIZZARD.COM/ GHOST eet Nova, a strange new breed of hero, based on PC strategy game units deemed so cool they deserve their own games. But where C&C Renegade's Havoc fell on his own combat knife, Starcraft's Ghost operative Nova is too agile to do that.

Nova is employed by the Dominion and her missions are story-driven, sometimes solo, sometimes alongside allies, sometimes in underground facilities, others in open expanses against huge enemy units. But what's getting us really hot are her super-cool gymnastic and techno-psychological (Psi) abilities and weapons.

# PSI-MON SAYS... DIE

She does backflips, rolls and megajumps, shimmies along pipes or walks tightrope-style along the top and



Firebats! Taking out the nozzles to their flamethrower cannisters is tricky but makes for quick kills





In third-person you can lock onto and cycle through targets, making gunning and running easier...



hangs upside-down to snipe. All of which you'll do if you want to find different routes (stealthy or otherwise) through massively varied terrain as the Zerg, Protoss and Terran forces battle for control of the Starcraft universe.

Especially cool are Nova's Psi abilities, like cloaking (see box) and Hyperspeed (solve puzzles like dodging through fast-moving machinery). She can also mentally stun enemies for a short while so they'll never know she was there. Clever girl.

Plans to include training to enhance Nova's abilities are still being considered, but some already improve as you progress, opening up new options for tackling levels. For instance, all enemies have sweet spots for sniping but sometimes Nova can call in help to identify them, then use a thermal-imaging style info-gathering mode to pin-point them.

# **GHOST IN THE MACHINE**

This mode also shows icon-style prompts for nearby equipment she can interact with, like using skills for lock-picking and hacking, which become mini-games in their own rights.

Nova's standard firepower, a rifle and grenades, also gets more kick-ass, but by far her coolest weapons are Call-Downs. She must earn them and they're limited, but they're a vital tool and often spectacular, ranging from uncloaking, irradiating and nuking enemies, to calling in air strikes and Siege Tanks!

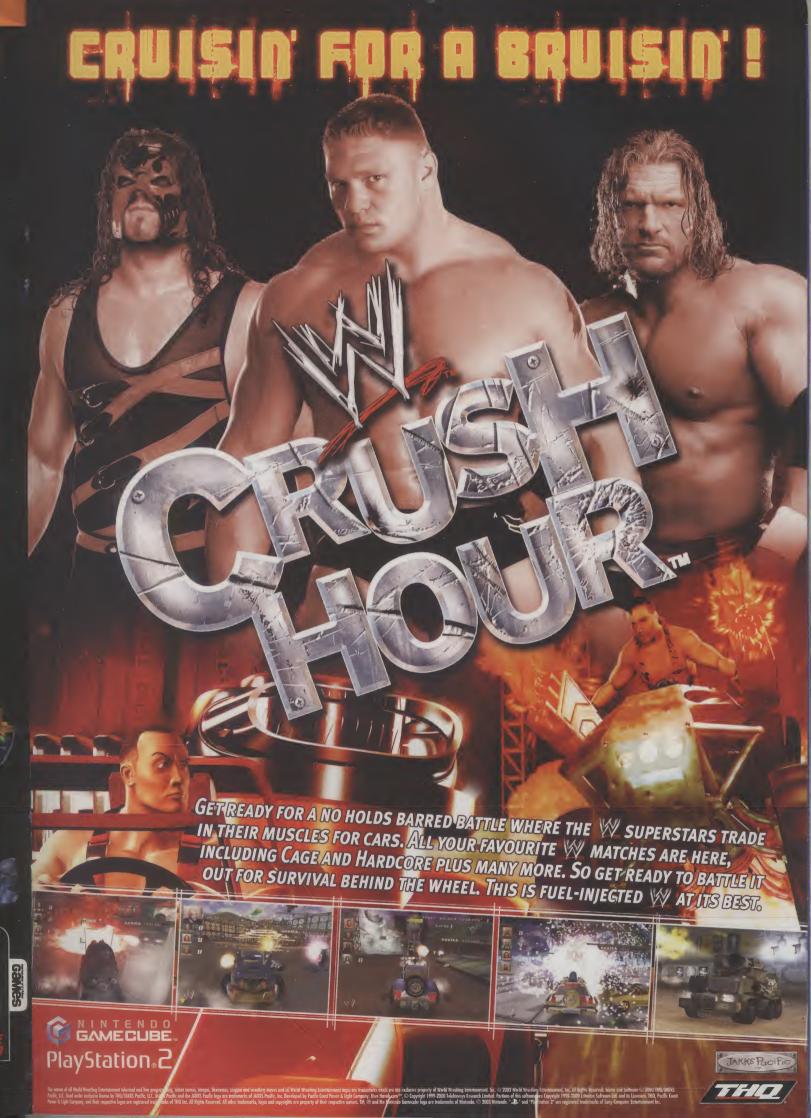
# **QUICK, HIDE**

Ghost is packed with cool looking features, but one we're most looking forward to experimenting with in depth is Nova's cloaking device. It runs off a depleting energy meter, so she's always got to watch the clock. An indicator bar shows how visible she is, which is determined by factors like how much light and noise there is. So even with a cloak she'll sometimes need to hug shadows, duck into waterfalls and use stealth kills.









# INCOMING OVERLOAD!

SO MANY GAMES HAVE LANDED ON THE CVG DOORSTEP THAT WE CAN'T FIT 'EM ALL IN

- PLAYERS TBC FORMAT PS2, XBOX, GC ONLINE GAMING YES PUBLISHER ACCLAIM DEVELOPER CLIMAX OUT MAY WWW.ACCLAIM.COM



- O Graphics sit in a strange limbo between cartoon and photo-realistic
- hough it's made by the same folks, this is like the anti-Xbox MotoGP. Where the Ultimate Racing Technology series is about pure motor

- ONLINE GAMING NO PUBLISHER KONAMI ■ DEVELOPER KONAMI ■ OUT MAY

# FROGGER BEYOND

might associate with publishing giant Konami, Frogger still earns some respect as an amphibious action hero.

It's essentially a puzzle game: you have to hop from square to square avoiding the hazards and solving simple conundrums. Mario it ain't, but your idiot younger brother will probably like it



The original (green) hip-hop master makes his debut on GameCube

■ PLAYERS 1 ■ FORMAT XBOX, PS2, PC ■ ONLINE GAMING NO ■ PUBLISHER THQ ■ DEVELOPER REVOLUTION SOFTWARE ■ OUT: OCTOBER ■ WWW.REVOLUTION.CO.UI

# BROKEN SWORD: THE SLEEPING DRAGON

adventure series promises a revolutionary new interface. No one's seen it yet, but we reckon everyone would agree traditional point-and-

click is deader than month-old roadkill.
Until we get a sniff of how well it





Shift the box to solve the puzz totally original challenge. Of

- PLAYERS 1 FORMAT PC
- ONLINE GAMING NO PUBLISHER CITY
  INTERACTIVE DEVELOPER DETALION OUT MAY
  WWW.CITY-INTERACTIVE.COM/NINA/NINA.HTML

ith real-life model Iza Czarnecka digitised into the game, Nina is a first-person action title that sees your paranormal heroine stealing her opponents' brain patterns and leaving them a useless husk of humanity.

It's what being a femme fatale is all about, and you get to tag along. To be released at a budget £19.99 too.





Enemies are rock hard and to win you must learn their pattern

hat do you get when you cross your Space Invaders spacecraft with Ulala from Space Channel 5? P.N.03's Vanessa Schneider, that's what.

We only had a short go before Capcom's security guards arrested us for breaking into their offices, but it's coming along nicely as a pure arcade adrenalin rush, mixing dancing with destruction.

- PLAYERS 1-4 FORMAT PS2, PC, XBOX ■ ONLINE GAMING NO ■ PUBLISHER CODEMASTERS ■ DEVELOPER CODEMASTERS ■ OUT MAY
- WWW.CODEMASTERS.COM/INDYCARSERIES

# **INDY CAR SERIES**



O Indy car racing is fast, dangerous and just perfect for videogames

ore frighteningly human-like Al from Codemasters, this time behind the wheel of 220mph cars.

The developers mucked about with the best Al drivers they made, then developed these to create generation after generation of improved artificial intelligence. Clever stuff; let's hope the rest of the game is as comprehensive.

■ PLAYERS 1 ■ FORMAT PSZ, XBOX ■ ONLINE GAMING NO ■ PUBLISHER VIVENDI ■ DEVELOPER BLACK OPS ■ OUT WINTER ■ WWW.SIERRA.COM./ SIERRA/PRODUCT.DO?GAMEPLATFORMID=323



his is set way back in season seven when Mulder and Scully were still partners. Before it went pants, basically adventure is split into three authenti style episodes, each one with a cool scene-setter, title credits and a "To Be Continued" at the end. Fans will love it

■ PLAYERS 1-2 ■ FORMAT PS2, PC, XBOX ■ ONLINE GAMING NO ■ PUBLISHER CODEMASTERS ■ DEVELOPER CODEMASTERS ■ OUT MAY ■ WWW.CODEMASTERS.COM/SNOOKER2003/FRONT.PHP

he biggest enhancement over last year's smacky ball-o simulation is the inclusion of a pool mode to accompany the superb spooker action

Apparently your rivals have AI based on 'neural networks', so you can expect the most human-like opponents ever



O Looks unexciting but should play like a treat

■ PLAYERS 1 ■ FORMAT PS2, PC ■ ONLINE GAMING NO ■ PUBLISHER DREAMCATCHER GAMES
■ DEVELOPER EKO SOFTWARE ■ OUT MAY ■ HTTP://KAAN.DCEGAMES.COM

B illed as the "renewal of hack and slash" (what about The Mark Of Kri?), this colourful adventure features a barbarian hero on a quest to save his world.

different weapons. Doesn't seem like a lot, but Kaan's brute

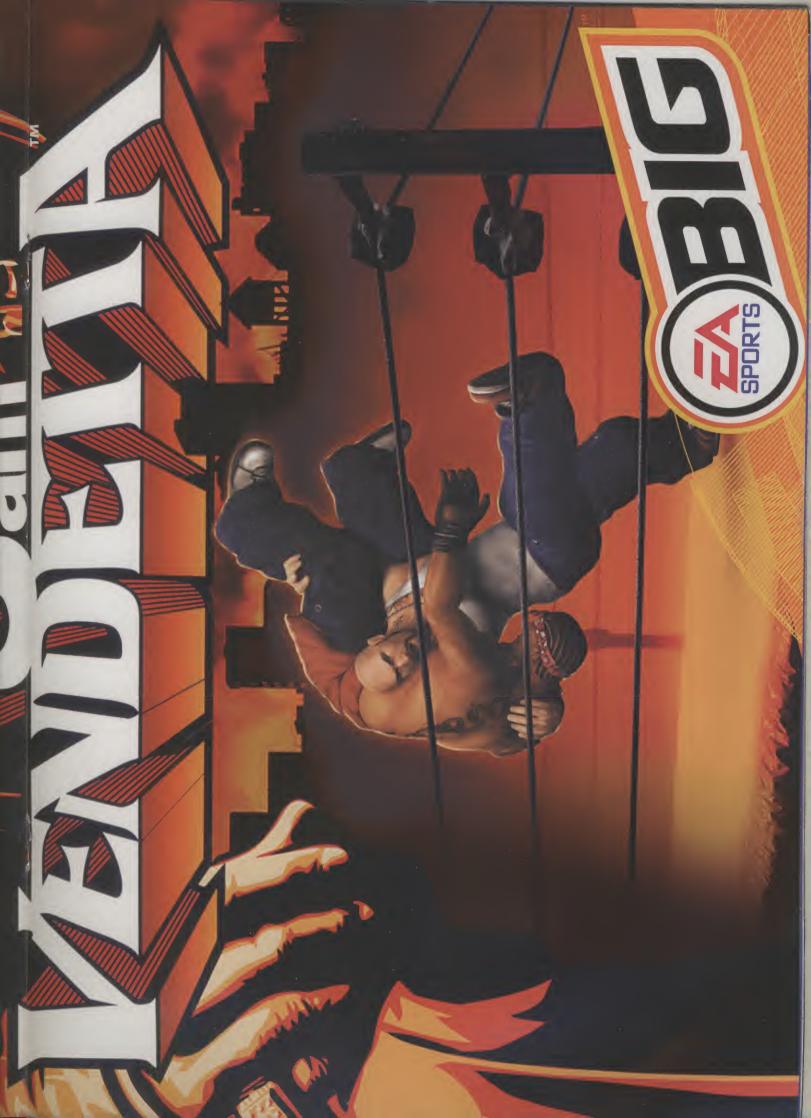


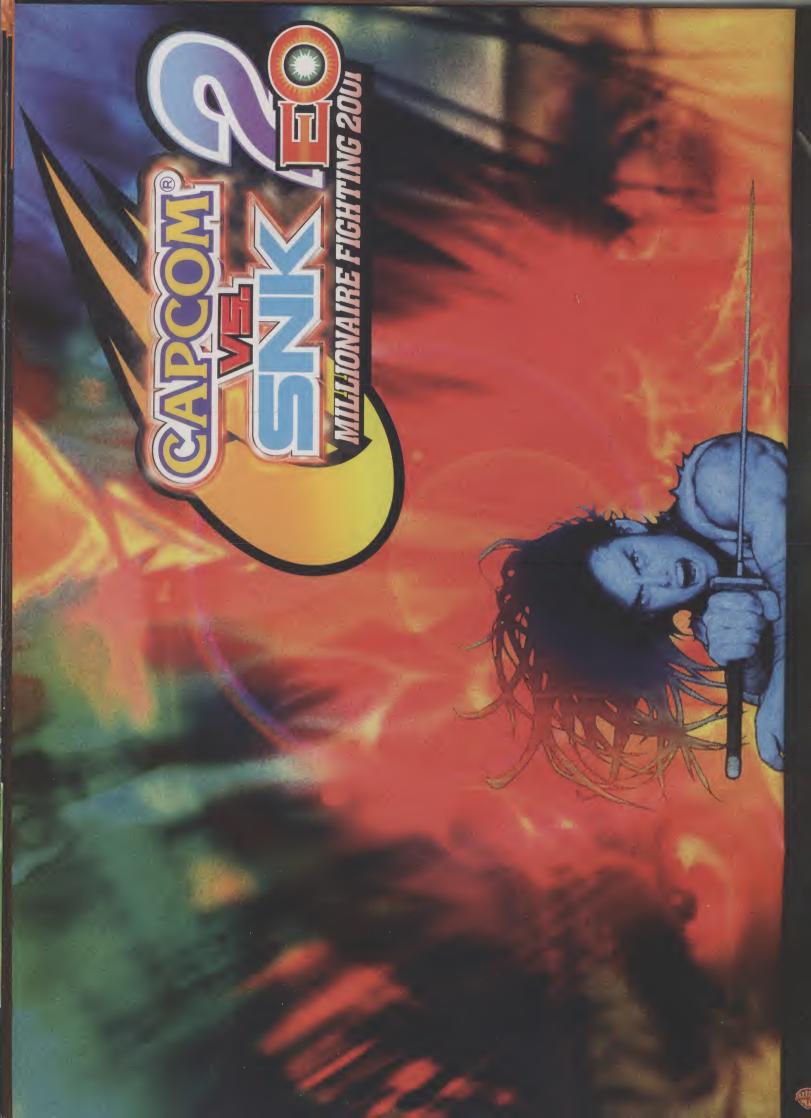


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# CHALLENGESCUG

PRO EVOLUTION SQCCER 2 TOUR SPECIAL FOR

EVERYONE FANCIES THEIR CHANCES AT A GAME OF FOOTIE. DON'T WANT TO RAIN ON YOUR PARADE OR NUFFINK, BUT...

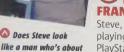
# WE DON'T BRAG WE JUST WIN

ro Evolution Soccer 2 is the football game of champions. As our very own PES2 champ David Sefah laid waste to all his challengers in Walthamstow, we decided to hold an informal tournament on the side. It wasn't planned, but you lot were all saying how you so nearly claimed the £50 prize for beating David – we just had to see what you were made of.

Destiny decreed that a CVG hero of yore, none other than Steve 'Saint & Keysie' Key, step up to the Winning Eleven 6: Final Evolution pod and take charge. Gammy leg, crutches and all, Steve presented a suitably menacing figure. However, not ones to be discouraged, the challengers, they did come...



Challenger Femi (left) has a rocket pack ready to fly out of trouble if needed



Steve making good use of his inner-ear eyeball to keep track of the game. Weirdo

to lose? No. Does Harry?

Well, a little bit perhaps

# ROUND ONE: HARRY YIABON, AGE 23 FRANCE V ENGLAND

Steve, you have to understand, has been playing the Pro Evo series since before PlayStation. It's in his blood. Steve's blood was boiling after Harry committed an early foul. 17:46 minutes on the clock and Owen put England 1-0 up. Credit to Harry, though – he showed masterful technique with great passing work. But inside of a five-minute game he didn't have a chance to level the playing field.

**VERDICT: GOOD EFFORT THE VISITORS** 

# THE CVG SCHOOL OF EXCELLENCE

THAT ALL YOU'VE GOT 'ARRY? MY MUM PLAYS BETTER THAN THAT

One thing this Pro Evo tournament helped us realise is that we're great. We're great now, we were great then, and we'll continue to be great in the future. We were born great, and we'll die great. Greatness isn't something you can buy, it's something you're blessed with. There are skills and there is genius. CVG has both. That's why we win (apart from last month, Davies).

And this is why you must kneel with your right hand on your chesi every time you mention the name CVG from now on. Tell somebody close to you how great CVG is today. But if you can't accept this, put pen to paper and tell us why we should waste our time proving the point. Well, we're waiting...

# ROUND TWO: FEMI PAUL, AGE 19 FRANCE V ENGLAND Femi took a while to get set up, and looked

about ready to play the beautiful game with finesse. As it turned out we've never seen so many fouls in a five-minute session – 'blood on the dance floor', as Femi put it, trying to laugh it off. And so with tactics learned from psfan.com, but fouls all his own, Femi managed to score a winner with Zidane for France Is that a smug incredibly from a free kick given against Steve.

**VERDICT: FILTH! PURE FILTH!** 



ROUND THREE: TIMI ADEGBOYE, AGE 18 BRAZIL V ENGLAND

Last up, Timi – another tactician. He played Brazil with a big heart, and there were some genuine murmurs of appreciation from the small group of spectators. Timi played Brazil as Brazil. The game hung in the balance with Steve's methodical, probing play versus the flamboyant Timi approach but Steve came out on top with a

last minute stab from Owen.

VERDICT: PASS THE TISSUES



You think you're pretty good, right? You think you could just walk into our office and beat us on any game you could name, make us cry? You really think so? Well, come on then! Let's see if you're good for the challenge! Write and tell us which game you think will bring us to our knees, and we'll invite you to our office for a showdown. You versus CVG: think you can handle it? Fill in the form!

	-
HELLO, MY NAME IS:	•••••
BUT YOU MUST CALL ME	
AND I'M	[age]
I AM THE BEST AT:	[game name]
MY ADDRESS IS:	
f	
DAYTIME TELEPHONE NO:	
EVENING TELEPHONE NO:	
EMAIL:	
*************************	

Send to: CVG Reader Challenge, CVG magazine, Dennis Publishing, 30 Cleveland Street, London W1T 4JD



# LIGHTS.....CAMERA.....ATTACK!!!



Kung Fu Chaos is the story of director Shao Ting's mad obsession to assemble top 70's martial artists — throw them onto movie sets and have them beat the duck sauce out of each other. With 21 big-budget locations, 8 hot-tempered actors and a cameo by a mystery master, it's never the same movie — er, game twice.







www.xbox.com/uk www.kungfucnaos.com



# THE MOST OUT OF THE GAMES YOU'VE GOT

Getting lost in London's mean streets in The Getaway? Shooting some way off target in Metroid Prime? Consult our killer tips and cheat your way to glory! Practising's for wimps

UNREAL 2: THE AWAKENING
Here 'awakening' equals 'cheating'.

Press ~ while playing the game to bring down the console. Type in BeMyMonkey to enable cheat mode then enter one of the following codes. Re-enter BeMyMonkey to disable any cheats.



**GOODIES** 





O GHOST



ALLAMMO





NVISIBLE





# METAL GEAR SOLID 2 SUBSTANCE

DIGITAL CAMERA

Finish the whole of the main game to unlock the digital camera.

BOSS SURVIVAL

Finish Plant and Tanker chapters.

# CASTING THEATRE

ish Plant and Tanker chapters.

# • SNAKE INFINITE AMMO

Collect more than 40 dog tags on the Tanker chapter (you will have to beat the game on different difficulties to do this) to receive the infinite ammo bandana for Snake.

# SNAKE STEALTH

Collect more than 80 dog tags on the Tanker chapter (you will have to beat the game on different difficulties to do this) to receive the stealth suit for Snake

# RAIDEN INFINITE AMMO

Collect more than 80 dog tags on the Plant chapter (you will have to beat the game on different difficulties to do this) to receive the infinite ammo wig for Raiden.

# RAIDEN STEALTH

Collect more than 120 dog tags on the Plant chapter (you will have to beat the game on different difficulties to do this) to receive

# RAIDEN INFINITE GRIP WIG

Collect more than 160 dog tags on the Plant chapter (you will have to beat the game on different difficulties to do this) to receive the infinite grip wig for Raiden.

# RAIDEN INFINITE OXYGEN

Collect more than 200 dog tags on the Plant chapter (you will have to beat the game on different difficulties to do this) to receive the infinite oxygen wig for Raiden.

# • M9 FOR SNAKE TALES

Beat a Snake Tale to unlock the M9. You will start with the M9 the next time you play that tale. Beating a boss with the M9 usually results in a different ending.

# NINJA RAIDEN VR

Finish more than 50 of Raiden's VR missions.

Finish more than 50 per cent of Snake's VR

# TUXEDO SNAKE

Finish 100 per cent of Plisken's VR missions.

# METAL GEAR SOLID SNAKE

Finish 100 per cent of Tuxedo Snake's VR

# NAKED RAIDEN

Finish 100 per cent of Ninja Raiden's VR

# PHOTO MODE SNAKE VR

Complete all Bomb Disposal, Eliminate and Hold Up (alternative missions).



# DEVIL MAY CRY 2

# DANTE'S MISSION SELECT AND ALTERNATIVE COSTUME

Finish Dante's game on Norma

# LUCIA'S MISSION SELECT AND

**ALTERNATIVE COSTUME** 

# Finish Lucia's game on Normal HARD MODE AND BLOODY PALACE

Finish both Dante and Lucia's games on

# **● MUST-DIE MODE AND SECOND** COSTUMES

Beat the game on Hard mode with each

# • THIRD COSTUMES

Finish both of the characters' games on Must-Die mode.



Get over your Vexxation: enter the following codes at the Cheat screen.

# INVINCIBILITY

# • LEVEL SELECT

# SUPER JUMPS

If you've got a star-quality tip that you want to share or if you'd like our resident expert Barny to answer a query, send it into us at:

# CVGTIPS@DENNIS.CO.UK

THE DOGHOUSE, COMPUTER AND VIDEOGAMES, DENNIS PUBLISHING, 30 CLEVELAND STREET, LONDON W1T 4JD

# **QUANTUM REDSHIFT**

Dave from London has sent in the following codes, not yet included in CVG. To enable Cheats you must enter your name as CHEAT. This unlocks the Cheat menu where the rest of the codes can be entered.

# ALL PILOTS

# ALL TRACKS

UNLIMITED SHIELDS

# ALL SPEED CATEGORIES

# ALL EASTER EGGS



# **REIGN OF FIRE**

Input 9XL?GSB78 as a password.

# CONTRA: SHATTERED SOLDIER

To start Normal difficulty with 30 lives, just tap in Up, Up, Down, Down, L1, R1, L2, R2, L3, R3 at the title screen on the second PS2 control pad and away you go.



# 0

# PHANTASY STAR ONLINE

# DRESSING ROOM

Complete all the different areas and quests on Normal difficulty. You will then need 10,000 Meseta to use it. You can only change the clothes and hair colours of your character. If you are an android, you can also change heads.

# • HARD MODE

Finish either episode on Normal to unlock offline Hard mode. Reach level 20 with your character to access Hard mode online.

# VERY HARD

Feeling extra-tough? Finish either episode on Hard to unlock offline Very Hard mode. Reach level 40 with your character to get Very Hard mode online.

# • ULTIMATE

Finish either episode on Very Hard mode to get offline Ultimate mode. Get your character to level 80 to unlock Ultimate mode for online.



# SHINING SOUL ADVANCE MODE

Finish the game once with any character. Advance mode is harder and contains some new enemies.



# THE GETAWAY

Tap in the following codes before the main menu, and a sound will confirm correct entry.

# • INFINITE AMMO

Up, Down, Left, Right, Triangle, Up, Down,

# • FREE ROAM AND CREDITS

Triangle, Triangle, Triangle, Left, Square, Triangle, Triangle, Triangle, Left, Circle.



# RESIDENT EVIL O SECOND COSTUMES

Finish the game with any rank on normal or harder and then start a new game. A key will appear in your inventory that unlocks the cupboard in the room where you get the Hunting Gun.

# • LEECH HUNTER MINI-GAME

Beat the game with a B, C or D rank

SUBMACHINE GUN

If you finish the game with an A rank, you'll be able to get the Submachine Gun and Leech Hunter mini-game

# • ROCKET LAUNCHER

Finish the game with an S rank to get the Rocket Launcher, Submachine Gun and Leech Hunter mini-game.



# **ES SPLINTER CELL**

Press F2 to bring down the console window then type in one of the following codes and press Enter.

God mode	invincible 1
Disable God mode	invincible 0
Health	health
Invisibility	invisible 1
Disable Invisibility	invisible 0
Full Ammo	ammo
Flight mode	fly
No clipping	ghost
Disable flight and no clipping	walk
Freeze enemies	playersonly
No enemies	killpawns



# JEDI KNIGHT II JEDI OUTCAST

The following codes were sent in by James Riley from Devon

# **CHANGE LIGHTSABER COLOUR**

After you acquire the lightsaber. Hold down Shift and ¬ to display the console. Type in helpusobi 1 to activate cheats then type in sabercolor followed by one of these colours. Red, Orange, Yellow, Green, Blue, Purple. To activate it press Enter.



# **REALLY STUCK?**

Absolutely stumped on a game? Ridiculed by your mates? There is hope:

THE COMPUTER AND VIDEO GAMES TIPS HELPLINE.

pen seven days a week, 8am-11pm. On the very rare occasion that they can't help, your query will be passed on to a support team, who guarantees to find you an answer within 24 hours. Calls cost £1.50 per minute at all times. Charges will appear on your standard telephone bill. If you do not pay the bill yourself, seek permission from whoever

# **BARNY'S PROBLEM CORNER**

Is your brow furrowing into a deep crease? Allow Barny to sort out all your problems. Although he's not much cop at girl questions



# THE GETAWAY

Q. I keep losing the level where you escort the police van. The car I am meant to chase always gets away.

Jera via email

A. From the start keep your eyes peeled for the Range Rover that rams the last police car. Start chasing it as soon as you can. Learn the Range Rovers route like the back of your hand. Once you can anticipate when it will turn you will be able to ram it more effectively. All you have to do is smash it until it is a smoking wreck. Afterwards follow your indicators back to the prison van.

# D TOMB RAIDER 2

o. I've only just got Tomb Raider 2 and I am stuck on the oil rig level. I pulled some crates to find a switch at the beginning to escape from my cell but once I get outside there are two men with guns who kill me as my weapons were taken away at the start of the level. I really need to get some guns to kill them but I can't find any.

Anon via email

A. Once you are outside of your cell turn and run past the armed men. Once you reach the top room stand by the windows until the man with the gun shoots at you and hopefully shatters the glass. Go through the glass and flip the switch on the right. Jump into the water and swim under the plane. Get in the plane and press the switch there. Jump back into the water and get out of the water near your cell. Return to where you press the first switch past the glass and use the ledge in front of the planes to propeller to do a long jump onto the plane's wing. Stand on the grey panel on the plane to drop into the interior. Inside are your pistols.

# RETURN TO CASTLE WOLFENSTEIN

Q. I'm really stuck on the sneaking part where you have to infiltrate the supply compound. You start in the forest and you have to move around without being detected by the Germans in the towers. As soon as you kill one of them you get detected by someone else. Whatever I do never works. Please help me get past this stupid level.

Dan Smith. Cheshire

A. The best and easiest way to get past this level is to not kill everyone. When you reach the section where there is a guard tower you should run round to the blocked-off tunnel on the right and from there sneak across the hilly area on the right-hand side. This way no one will spot you. When you reach the back of the area run around to the left while sticking to the edge. Again no one will see you. Run over to the tunnel entrance on the left and go through to a small access tunnel on the right-hand wall. Go up the ladder. From here you can easily sneak round to the next tower in the distance and attack it from behind where you will not get detected. Once you've cleared it use the sniper rifle to kill all the guards you can see in the camp. Enter the camp through a gap in the side. You should easily be able to dispatch the guards in the camp without being seen to finish the level.

# FINAL FANTASY X

Q. I've been playing this for ages. Where can I get the other Aeons I've heard about?

Dan from London

A. After you control the airship go to the Calm Lands and go through the top right exit. Enter the cave and follow it to Yojimbo. Once you've defeated him, answered his questions correctly and bribed him he will become an Aeon. For Anima and assuming you've used all the Destruction Spheres in the first five temple trials, return to Zanarkand temple. Step on three white squares in the first room and four in the next. Take the Destruction Sphere and place in the second room. Get the prize. Use the airship to go to X11-16 and Y57-63 (Baag Temple). Kill the boss (very hard) then enter the temple and touch the statues, which should all light up. Head through the door to get Anima. Once you have Anima and Yojimbo go to the Calm Lands. Make sure you have captured the nine monsters for the monster arena and also trained a Chocobo. Use a Chocobo to reach Remiem Temple (examine the gold feather, bottom right) and use all your Aeons to defeat Belgemine's to receive the Flower Sceptre. Capture one of all 14 different monsters in Gagazet then talk to the monster catcher who will give you the Blossom Crown. Use this and the Flower Sceptre to open the sealed door in the Remien Temple to get the last Aeon The

Magus Sisters.

# PRIMAL DIANERS GUIDE Barry walks you through the trickier bits of the game. If you get stuck anywhere else, write to the usual address



# **SOLUM: RESCUE JARED**

From the large half-sunken statue of Herne in the Fortress use Scree to scale the wall of the tower. At the top take a torch and go down file stairs in the corner. At the loctory you should be able to find three niue vases that you can pick up. Place all three onto the off-rollnured piece of floor in this room (the bit that creaks) and it will collapse allowing access to a lower room.

In the corner is some rope. Take this back to the top of the tower so that len can climb up. Follow the tunnels to a square room, Kill the guards. Then as a ream you can open the gates on both sides (yes, even the massive one).

Head through the large door and down to the banquet hall, on the way you get a cutscene in the raom with the statue lake the steps leading down. Run along the corridor to the throne room and pick up the key on the right throne.

Now try to exit the throne room Go back up through the bonqueting hall and then up to the square room Go back through the corndor where you first entered the square room. Just around the corner is a wooden

door that you can now open. Go through the tunnels and around the upper part of the countyard.

Enter the interior and search inside until you reach the highest room with an animal-skin rug Grab the keys before returning to laied in the Burial Grounds

Enter the first of two smaller rooms just before the room where lared was held. Make Scree climb the wall into a high up-tunnel. When he emerges turn right and run to the end of the corridor where he can release the door.

Bring len and Jared round and then go to the far end of the corrido and unlock the door. After the cutscene you have to fight many Feral until Herne saves you.



After you've got jared he will help you in fighting battles. He might be huge but sadly he does little real damage to your foes



Whenever you see a barrel or a crate you should smash it open. Ninety-nine per cent of the time you won't find anything but when you do it's nearly always something useful

# 2

# AQUIS: RESCUE THE QUEEN

From the start of Aquis get Scree to jump off the ledge and follow the route going right until you reach an open area where you can get a loadstone. The ledges to the side lead back to Jen so ignore them and go back down the tunnel. When you reach the weeds follow the path that goes straight on. When you see the temple go around to the right where you can get another loadstone.



Scree is able to walk almost anywhere along the seabed - even through the strong currents that block jen. Clever gargoyle

Return to the temple and walk around the bottom of it. Keep looking up until you see a gap into the building where you can climb in. Get the loadstone inside, then climb up to the next level and look around for the wheel. Go and turn it to the right until it can't be turned any further. After the cutscene the vortex should be going the other way so jump in it to go up. Climb the ladder (if there isn't a loadstone at the top, go back down and climb the other one).

After you get the loadstone climb back down and take the ladder on the right. Walk round the platform and then climb to the next level for a cutscene. Return to Jen where Scree will upgrade her powers. After another cutscene use Jen to swim down to the summoning stone and call Scree. Nearby is a tunnel entrance with lights above it. Swim through to the Dam Lagoon

Swim along the left-hand wall until you reach a summon stone and call Scree. As Scree, get the

loadstone ahead, then walk through the nearby tunnel and around the edge of the gap.

Get the loadstone in the next cavern then climb the ledges to get to the surface where you will find a summon stone and a rift gate. Once

you've got enough loadstones possess the large fish head near to where you left Jen and open its mouth. Now you need to go inside and turn the wheel right until you get a cutscene showing the Queen being rescued.



 $oldsymbol{\emptyset}$  Once Jen is swimming you should use her to explore each area, especially above the water

# 3

# **AQUIS: START THE MACHINE**

Enter the Bay area. Swim into the main cavern and keep to the lefthand wall. Swim between the



You have to align the cogs on both sides of the machine before you can activate it

attacking plants and then up through the hole. Approach the map on the wall, then press the

map on the wall, then press the blue button above. Head back to the main cavern and through the hole surrounded by lights. This leads to the priming station.

Swim up to the surface and get on the platform. Transform into human form and climb the ladder. Go through to the other side and then get back in to the water. You should be in the side section on the left (look at your map). Turn the wheel on the girder near the bottom until len says it is aligned.

Swim back into the middle section and then swim to another platform on the opposite side to

reach the second side section (on the right when you check your map), where you should turn the wheel



Whenever Jen climbs out of the water she will start choking, so to avoid this you need to quickly turn into Feral demon form

near the bottom to the right until Jen says to press the master switch. If Jen does not say if is aligned, you might

> need to turn the wheels in the side sections further so that the huge cogs are aligned with the machinery in

Get back into the middle section and spin the wheel in there to start the machine. This allows you to start all the substations scattered throughout Aguis

# 4

# **AOUIS: LAGOON SUB-STATIONS**



After you have activated the first two lagoon sub-stations you will need to have Scree go through the strong current in order to reach the next area

Talk to Scree so that the substations show up on your map. Swim to the Dam Lagoon. Go to the far side and climb out of the water. Run through the tunnel and back into the submerged tunnel. Swim to the end and press the blue gem to open the door. Straight ahead is the Dam sub-station. Spin the wheel to switch it on.

Swim to the Temple Lagoon and open the door on the right. Swim through and activate the Temple sub-station. Use the nearest rift gate to return to Scree. As Scree, drop into the water and go through the door that Jen opened earlier into the Bay

Caverns. Walk through the attacking plants and make your way round to a tunnel with a current that is too strong for Jen to handle. Run through the tunnel.

On the other side stick to the wall on the right and when you see an upwards sloping tunnel follow it to the surface where you will find a rift gate (Aquis Beach). Select Jen and have her summon Scree from where she is, then together activate the rift gate (Aquis Dam) and go to the one Scree just found (Aquis Beach). As Jen, get back in the water and swim over to the far side, to find a door leading to the Tunnels.



Only one of the characters needs to see a Rift Gate in order to make it usable for both Scree and Jen. Just bear in mind that you have to have it marked on your map first



# **AQUIS: TUNNEL SUB-STATIONS**

Swim though and summon Scree. Push open the grate ahead (but characters). Head left until the water currents stop jen. On the right-hand site of the tunnel is a boulder. Get Scree to push it along the lunnel wall until it blocks the first vent where the current is coming through. With the current gone jen will be able to swim past. Once she is past the first current, get Scree to push the boulder even further to block the second one. Now len can swim past

Open the door at the end go through to the Skeleton sub-station. Next press the blue switch on the backside of the call pillar in front of the sub-station and then go to the door it opens. Use Scree to run through the current to the Nest sub-station. Hidden behind some eggs at the back is a lever you can pull. Afterwards spin the wheel nearby then enter the control room. Spin the wheel inside to turn in the sub-station. Next to the wheel is an object you can pick up. Take this back to the Skeleton sub-station and stick it in the hotch at the back, then pull the lever to release the engineer. Now you can switch on this sub-station.



Once the boulder is blocking the second current you will not need to move it again



 $oldsymbol{\delta}$  Rescuing the engineer involves a lot of walking. If it was up to us, we would let him die



# **AQUIS: RIB CAGE SUB-STATION**

After activating the Skeleton sub-station a door back down the tunnel will become active. Open it and swim through until you get a cutscene. Kill the two monsters in the cavern then open the only door. Enter the new cavern and swim to the surface. Climb onto the beach and transform into Ferai form to kill the crab. Turn into Undine form and then dive into the second water hole. Climb out onto the ledge and enter the green cavern.

At the end of the tunnel you can summon Scree. In Ferai form climb the ledges (by the summon stone) to the very top of the cavern and pull the lever. Scree can climb up the black-coloured wall. Enter the cave, kill the crabs and run through to the statue room. One of the eggs contains a loadstone. As Scree, climb down the black wall to the fish head and possess it. Open its mouth to fill the cavern with water so that Jen can dive in. Climb out onto the ledge and run through to the next water hole. Kill all the creatures first then turn the wheel to activate the last sub-station.



These crabs can be vicious so make sure Scree is around to top up your energy



After activating all the sub-stations all that's left is the really easy boss fight at the end



# **AETHA: BURYING THE DUKE**



You need the water, sword and the skeleton to give the Duke a proper burial

pull the lever. Stand near the edge and press the action button to turn to



Wraith demon form lets you slow down time. Choose it when fighting other wraiths too



# **AETHA: CAGE ROOM**



Use Scree to move the levers. Push forwards or backwards to move a cage horizontally or left to right to move vertically

the same level as jen's so that she can leap over. Use the fifth lever to move the fifth cage over then len can climb on to it. Move the fifth Lage so that it is level with the sixth. Get Jen to jump over to land on top. Use the seventh lever to get the seventh cage so that it is just below.



Once Jen is in on the first cage, line her up with the next cage then make her jump over

Jen hop down onto II. Use the last lever to move the last cage to the lodge on the right wall where len can

# 9

# **AETHA: FINDING JEN**

After Jen has been captured take Scree through the doors ahead and cross the garden. Check the chests inside the chapel for



Without Jen around there is a lot less violence going on. Scree isn't given the chance to fight

a loadstone before going through the door to the library. Run round the top and push the statue. Get the energy gem before entering the lower area. Go through the gap in the bookshelf that the statue opened. After the tunnel you will enter the gallery. Get a loadstone from the chest then go up the steps at the far end.

Head through the left door at the top. Open the chest on the balcony to the left then go through the door on the right. In the next room head around the balcony and open the door leading to the outside balcony. Head left and get the loadstone then go back and climb up the grey brick wall next to the yellow energy stone. Climb around the corner and get the loadstone. Climb the ladder, run up the roof and climb through the window. Run to the top and enter the room for a cutscene where Jen is rescued.



O Scattered all over this level are strange-looking heads on spikes that talk to you from time to time



# **VOLCA: MAKING THE BRIDGE**

From the start go the only way you can. Run down the steps and have Scree lower his rop for Jen. Scree can climb down after her. Make your way to the large door and light the font near it to open it. Enter it for a cutscene where Jen gets her new form. Light the fonts to open the next door. Follow the corridor to a rift gate. Avoid the monsters and run through to the next room. Run across and open the double doors then enter the next chamber. Have Scree climb the wall on the left to the ledge then lower the rope for Jen. Light the door and go through.

Follow the tunnel and pass through the next room (check for loadstones). Follow the downward sloping tunnel to the oval room. In Wraith demon form stand by the falling oil and hold down Circle. The lava stops for a second every now and then. When it does dash through. Summon Scree on the other

side. Go through and possess the statue. Use it to pull the lever. Return to the main part of this chamber and head through the door on the right to a pool of water. Swim down and then up. Climb out and pull the lever. Get back in and swim to the next chamber. Swim to the top and get out again. Pull the lever then jump back in and so to the part recer

Swim to the top. Get out, summon Scree then push open the nearest door. Get Scree to pull the lever while Jen stands by the top of the first pool of water. Jump in and swim up into the first room where you will need to pull the first lever again until the door is open. Switch to Scree. Jump into the water (next to the summon stone). From the bottom, climb up the sides and crawl round to the door that was just opened. Follow the short tunnel and get out at the end. Run forwards and possess the statue. Pull its lever. Now return to the main part of this cavern and cross over the bridge you made by possessing the two statues.



The monsters in this level are far tougher then anything else so far. Avoid them when you can



Do not use the Wraith form in fights as you will need its energy to get past obstacles in Volca



# **VOLCA: FINDING IEN AGAIN**



You won't have any hassle finding loadstones in Volca as conveniently they seem to be almost everywhere you look

After Jen chucks you in the pit, search the area you're in until you have enough loadstones to possess the statue above the door. Rotate the right analog stick until you get a large flow out of its mouth to open the door. Enter the chamber, lift up the pot and put it on the mark to the left. Climb the left wall. Run around until you find the torch on the wall. Go back to the main chamber and move the pot to the mark on the right.

Climb the wall and enter the upper right side. Light the fonts on the wall and go through the door that opens. Spin the wheel inside. Now you can light up the main door. Follow the corridor to the Oil Bath room. Climb the wall to the right of the door. Use the ledges and walls to get round to the statue and possess it. Close its mouth then climb down and go through the tunnel. Climb around the left side of the door. Climb up and then onto the wall.

Go above the statues and look for a lit doorway opposite. Crawl towards the pillar leading to it and get on it. Run across the pillars and get on the opposite wall. Crawl over to the wall on the far right and pull the lever. This opens the trap door.

Enter the hole and get to the bottom. Go through the tunnels. Push open the grate with the flame symbol and then follow the steps to meet the Queen. Next head up the stairs and follow the path to the room in which you last saw Jen. Run straight across and down the opposite corridor where you have to fight Jen. Grab the loadstones nearby and then possess the statue. Beat up Jen to make her normal again.



Finding your way back to Jen can prove to be hard going but once you actually find her she's a pushover

# DEVIL MAY CRY 2

Finding DMC2 a devil of a game? Never fear: Barny's here to lead you to Dante's and Lucia's secret rooms and Blue Orbs





# **LUCIA SECRET ROOMS**

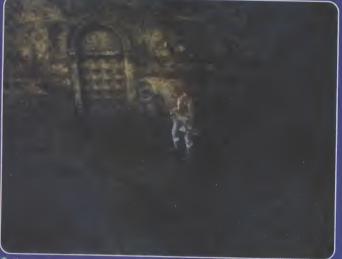
# MISSION 1

# MISSION 3

# MISSION R

# MISSION 10

● 10. SECRET ROOM LEVEL 10:



The doors may only be wallpapered on but sometimes they do actually lead somewhere

# MISSION 6



If you miss something, you can re-access all the levels once you've completed the game

# MISSION 1

- 1. Inside Secret Room Level 1.
- first item statue.
- Golems look on top of the huge rocky statue on the right of the path going up hill.
- 4. Inside Secret Room Level 2.

# **MISSION 2**

• 5. In the corner of the room above the wooden steps after you fly up using the Aerial Heart.

• 6. Right next to where you get the Arcana Spada.

# MISSION 3

- Blue Orb. After leaving the area near the tram station walk down the street and jump up onto the outcropping area above you with the red orb on it. From here jump up to the next one and then jump up the wall.
- 7. High up on the cliff on the left-hand side of the docks area.
- 8. Inside Secret Room Level 3.
- 9. Inside Secret Room Level 4.

• 10. At the start, jump over the barrier and collect the fragment hovering just over the edge of the tunnel entrance.

# MISSION 5

● 11. After you get the Evil Heart,

# **LUCIA BLUE ORBS**

# search around the four upright gas

of the area

Above and to the left of the

• 3. After killing the Savage

• 13. After killing the boss at the

• 14. Inside Secret Room Level 6.

tanks located in the lower section

• 12. Inside Secret Room Level 5.

# MISSION 7

- Blue Orb. At the start look for a tiny niche in the side of the hall.
- 15. Inside Secret Room Level 7.

# MISSION 8

- 16. Inside Secret Room Level 8.
- 17. After you break the stone eye and the room fills with water look behind the rubble where the eye was
- 18. After smashing the red orb generator and entering the water, again look for a small hole situated in the floor.

# MISSION 10

• 19. Inside Secret Room Level 9.

Blue Orb. Follow the streets to the place where you need to jump through the gap in the wall into an arena type area. The orb is in the corner.

# **MISSION 12**

20. Located inside the Secret Room Level 10.

# **POWERING UP**

It might be annoying but the more creatures you kill, the more Red Orbs you get and the more you can spend

You can upgrade items and weapons between missions or at these statues inside missions





O Concentrate on upgrading one sword and one Gun/Arsenal weapon at a time



# **DANTE SECRET ROOMS**

• 1. SECRET ROOM LEVEL 1: Press Circle by the huge door at the end of the tram track

• 2. SECRET ROOM LEVEL 2: After you find Secret Room Level 1, run down the main street to the left and jump over the low building blocking the road. Press Circle by the door on the other side of the building.

• 1. SECRET ROOM LEVEL 3: Smash one of the mask doors to reveal a Red Orb generator. Press Circle by the wooden boxes behind it.

• 2. SECRET ROOM LEVEL 4: In the fourth area, after smashing some mask doors to move the walls you will find a large Blue Orb. Examine the wooden coffin that lies to the left.

# MISSION 3

• 1. SECRET ROOM LEVEL 5: After killing the Goatling, back track up the street and check all the doors on the right when you walk back down.

# MISSION 4

• 1. SECRET ROOM LEVEL 6: Run down the street and press Circle by the window shutter next to the first door on your right.

• 2. SECRET ROOM LEVEL 7:

Examine the door next to the Red Orb generator when you reach the docks.

# MUSSION 5

• 1. SECRET ROOM LEVEL 8: After fighting the Blood Goats check the near to where you get Vendetta, walk along the lower ledge on the other side and examine the wall at the end.

• 2. SECRET ROOM LEVEL 12: Examine the left door at the top of the final lift.

# MISSION 10

• 1. SECRET ROOM LEVEL 13: Press Circle next to the flaming skull on the right nearest the blue glowing door.

# MISSION 11

• 1. SECRET ROOM LEVEL 14: Run down the path. Search the door that has an eve on it.

• 2. SECRET ROOM LEVEL 15: In the square room with the pillars in after the falling spikes. Examine all the doors - one of them leads to a secret room.

# MISSION 12

• 1. SECRET ROOM LEVEL 16: Immediately behind you when you start the level.

• 2. SECRET ROOM LEVEL 17: In the short corridor with breakable urns, examine the wall behind the last one on the left.

• 1. SECRET ROOM LEVEL 18: Search the doors on the left side of the area you start in.

# MISSION 16

• 1. SECRET ROOM LEVEL 19: After getting the first Sacrilege examine the door below it.

• 2. SECRET ROOM LEVEL 20: After you kill the boss with faces, stand on the desk behind the light and examine the chair. (But not for the state of the upholstery.)



door to the right of the rubble blocking the road going forwards. • 2. SECRET ROOM LEVEL 9: In the second section, look in the second door on the left after the bridge going across the road.

3. SECRET ROOM LEVEL 10: Search the door nearest the first of the three Infected Tanks.

• 1. SECRET ROOM LEVEL 11: After jumping over the small lava pit



O Use your Devil Trigger. It will nearly always be replenished after you clear the room



# **DANTE BLUE ORBS**

• 1. Halfway along the tramline is a large arch. Run up the wall to the top.

• 2. Inside Secret Room Level 2 after killing all the monsters in it.

• 3. When you reach the statue canal nearby and run to the end.

• 4. After you smash a couple of mask doors that make the walls move, a side area will be revealed. Stand on it to break the floor leading to the next Orb.

● 5. In the fourth area fall into the pit with the Pyromancers, kill them and jump out. Smash the mask door to get the Orb.

• 6. In Secret Room Level 4.

# MISSION 3

• 7. When the street goes back on itself to a place where you get screen instead. Go through the large doorway near some pillars for the Orb.

MISSION 4

● 8. Inside Secret Room Level 6.

 Blue Orb. On the left-hand side of the rocky street going down hill near the start.

• 9. After breaking the boards to an open area. Jump up the ledges on the left to reach a high-up Fragment.

• 10. Inside Secret Room Level 8.

• 11. Inside Secret Room Level 2.

• 12. At the end of the long curved ramp in the area with the three Infected Tanks.

# Blue Orb. After killing the fourth

MISSION 7

● Blue Orb. After you get off the train jump on the wooden crate then jump up the wall towards the corner.

• 13. Inside Secret Room Level 12.

• 14. On top of the pipes in the

• 15. Go right at the start and walk back into the screen.

• 16. Inside Secret Room Level 14.

Blue Orb. In the room where you find the Merciless (accessible spikes) above the sword.

# MISSION 12 ● 17. Inside secret

# MISSION 14

• 18. Inside Level 18.

# MISSION 16

Blue Orb. After getting the first Sacrilege, walk back round the upper balcony.

• **19.** Inside Level 20.

# **BOSS FIGHTS**



O Unless you're playing on the hard difficulty settings, most of the boss fights in Devil May Cry 2 are very easy



**⊘** If there are smaller enemies to distract you, take them out first or just use your lock-on to target the boss



**⚠** You can survive nearly all the fights without taking much damage by simply jumping or rolling around



O Some bosses have really enormous health bars so use your Devil Trigger to speed up the action



So Dixons drops Nintendo before one of gaming's most gargantuan names (Zelda, you dolts!) even bursts onto the system? Madness!

The Big N overshadows every other release this month. So much so, in fact, that it's like Microsoft, Sony and the rest are running scared of Link's new adventure. And then there's the return of the Pokémon (in the US, at least), a game so vast and so complex you need never buy another handheld game all year. Whatever doubts there may be about Nintendo's future, the present at least is very bright indeed.













Delta Force: Black

Hawk Down ......100

# **CVG SCORES**

A great game is a great game, right? Yet some of you would be as pleased as a pooch with two choppers to spend weeks collecting dog tags in MGS2, but would rather eat poodle eggs than spend one minute on Final Fantasy X, and vice versa. That doesn't make one better than the other; they're just different genres for different tastes. It's why so many of us love games.

Which is where CVG comes in. We play the rubbish games so you don't have to. We review only the biggest. best or most significant releases of the month. And our scores are based on one key measure: fun. It's that simple.



**Alex Simmons** Editor

# WHAT THE SCORES MEAN

Why, God, why?







Fairly solid but nowt special 6

7 Tastv

Quality game. Consider buying it

Class on a disc

An absolute must that defines the genre

# CVG AWARDS

These accolades don't get dished out just because a game gets a certain score. They're CVG's way of telling you which are our pet hates and personal favourites



# **CVG ESSENTIAL**

The most coveted award a game can get. Worth buying the console to play the game



# CVG RECOMMENDED

A damn good game. It may not break the mould, but it's a cut above the rest



# CVG GAME OF THE MONTH

Doesn't have to be the highest scorer, but it's CVG's pick of the bunch this month



# CVG STINKER

More abominable than a Yeti

# **MULTI-FORMAT REVIEWS**

Own more than one console and want to know what version of a game is best? Well, CVG's new Format Face-Off box scores

each platform according to Visuals, Gameplay, Controller and Cost, with an average giving you



a Winner or a Draw, marked in red.
Since games don't always release at
the same time, you only get the Format
Face-Off when we've rated two or more
versions. And where formats are radically
different we'll do separate reviews.



PS2 Syberia .....80

PS2 Shinobi .....82 PS2 MotoGP 3 .....84

lkaruga ......85 Zelda: The Wind Waker..86

War Of The Monsters ....90

Choplifter .....91

Top Angler.....91 LEGO Drome Racers .....91

Project Zero.....92

Freelancer .....93 TOCA World Touring Cars..94

Championship Manager 4 94 Restaurant Empire ......95 GBA Yu-gi-Oh! Worldwide

Conflict: Desert Storm ..97 XB Yager ......98 TOCA Racer Driver..99 Black Stone: Magic & Steel 99 XB V-Rally 3 .....99

Edition: Stairway To The

Destined Duel ......96

Welcome to CVG's mini bible of the greatest games for the latest systems. Read and learn!

We've seen a lot of quality games in the quarter of a century since the debut of Space Invaders. Videogames' Hall of Fame is packed with undisputed classics of their time and format. But with gaming technology and players' expectations ever changing, what are today's best games? That's exactly what the lists below are there to tell you.



IF YOU CAN'T FIND ANY NEW RELEASES THAT PICKLE YOUR GHERKIN IN THIS MONTH'S REVIEWS SECTION, THEN CHECK THE GAMES BELOW - THEY'RE THE VERY BEST GAMES AROUND RIGHT NOW FOR THE FORMATS



AND IF YOU CAN'T DECIDE WHAT NEW GAMES SYSTEM TO BUY, AGAIN, CHECK THE GAMES BELOW - IF THERE AREN'T ANY ON ONE PARTICULAR FORMAT THAT YOU WANT TO PLAY, THEN SIMPLY CHOOSE ANOTHER FORMAT.



**EACH ISSUE WE'LL UPDATE OUR LISTS TO INCLUDE ANY** NEW RELEASES WORTH INCLUDING, AND NO DOUBT EVERY MONTH SOME OF YOU WILL BE SUFFICIENTLY OUTRAGED BY OUR CHOICES TO WRITE IN AND COMPLAIN...







**GTA VICE CITY** 

D ROCKSTAR P TAKE 2
£ 39.99 T 254 HP 1
Another violent, utterly
Il masterpiece, following





TONY HAWK'S PSA

D NEVERSOR' F ACTIVISION

F 39:99 T 254 to 1-4 loomen

More exciting and satisfying

but not as ground-breaking as earlier

incarnations. But still the best extreme

sports game out there on any format





TIMESPLITTERS 2
D FREE RADICAL P EIDOS
2 44.99 T 252 m 16
P52's finest first-person
shouter yet. Fost, furious and fantastic
looking, answers critics of the original with
a double-barrel in the face





SPLINTER CELL

DUBI SOFT DUBI SOFT

4 44.99 T 254 T

Tense, realistic and the
best stealth game to date. Mave aver



PANZER DRAGOON ORTA

D. SMILEBIT [2] INFOGRAME:
[3 9,99] 2 288 [2]

Mental 3D shooter that's
great looking, frenetic and fresh. Taugh
enough to hide that it's a bit short, though
the fantasy theme won't appeal to all



METAL GEAR SOLID 2: SUBSTANCE D KONAMI P KONAMI 39.99 2 257 NP 1





ON NEVESOFT IT ACTIVISION

139.99 1254 28 (peruna one
Much like the PS2 version,
only with a slightly cack controller making
tricking tougher, and NO online play. Still,
they doubled the offline multiplayer count...







ADVANCE WARS

O NINTENDO/INTELLIGENRE
IN NINTENDO I 29.99

1 240 4 4





SUPER MARIO ADVANCE 2
D. NINTENDO D. NINTENDO
D. 20 99 T 244 T 4
More classic Mario magic
given the GBA makeover, this time of the
platform persuasion

THE LEGEND OF ZELDA A
LINK TO THE PAST

INITEDIO/CAPCOM
PINITEDIO
29.99 1258 134

A port of a decade-ald SNES title and one of
the finest adventure games ever includes the
glorious new Four Swards multiplayer game

#### GAMECUBE

P





RESIDENT EVIL

D CAPCOM P CAPC

39.99 250 1

E





SUPER MARIO SUNSHINE
DININTENDO PININTENDO
E 39.99 E 251/2 D 1
The best platform





NO. PLAYERS NEW FAITHY RUNGET GAME

## PERSONAL RECOMMENDATION

This month: IO Interactive's Martin 'Codename 47'





WARCRAFT / STARCRAFT SERIES PC/N64

D Blizzard

"Best balanced and absolutely coolest looking RTS games out there. I just love the Blizzard characters



TOM CLANCY'S GHOST RECON PC/PS2/XBOX/GC

Red Storm
"Nicely balanced tactical shooter. I like the fact that one shot may be fatal and that you cannot clear a level Rambo-style. It makes it all



HALF-LIFE/COUNTER STRIKE

PC/DC/PS2
D Valve
"The first game I played that managed to successfully blend game play and story telling. The way suspense and action was balanced worked just brilliantly"



ODDWORLD: MUNCH'S

"Cool worlds and characters. Great gamepla Often more than one way to complete a level"



SOUL CALIBUR

# **BEST IMPORT** פוים מכנול

POKÉMON RUBY & SAPPHIRE INTENDO/GAME FREAK

■ NITENDO

■ 60-70 EACH (JAP IMPORT) UK RELEASE: TBA ■ NP: 4

Kiddie-looking but highly addictive collect 'em up returns
with a new adventure, new world, four-way battles, 100
new Pokémon. Will eat your spare time whole

#### This lot's been fighting it out to bring you this month's reviews

FAVOURITE DEF JAM VENDETTA SCRAPPER



■ Zelda: The Wind Waker

"...Pro Evo 2 vs FIFA. It would be like watching Arsenal walk all over Man City"

ALEX SIMMONS

■ Winning Eleven 6
Final Evalutian
■ Zelda: A Link Ta

■ Viewtiful Joe ■ Freelancer ■ Syndicate Wars

.Kirby vs Luigi, in the

mansion, produced by Kojima on GBA with a new Haover peripheral that comes free when you buy a new Dyson"



LEE SKITTRELL **GAMES EDITOR** 

"...Samus from Metroid vs Miku from Project ZERO. Samus could roll in a ball and attack her rival's shins but Miku and her spooky camera wauld have the edge"

MIKE COOPER **NEWS EDITOR** 

VF4 EvoIkarugaWinning Eleven 6Final Evalutian

"...Solid Snake vs Sam from Splinter Cell. They're so sneaky they'd never find each other. Snake wauld stand in a lacker and Sam wauld hang fram a pipe far the whale game"



PAUL DAVIES CONTRIBUTING EDITOR

Capcam vs SNK 2
 Winning Eleven 6
 Final Evalution

 Zelda: The Wind Waker

"...Pokey (the Pac-Man ghost) vs one of those fuzzy things from Yoshi Island, because they'd just bump into each other then die instantly"

"...a Virtua Fighter vs Street Fighter EX (the 3D one) game. With a dramatic battle option. Imagine Goh Hinogami and Brad Burns against Akuma. Sweet"

■ Winning Eleven 6
Final Evolutian
■ Street Fighter Alpha 2
(Mame)
■ Zelda (GC)

IAIME SMITH

ART EDITOR



IENNY MCCOMB SENIOR DESIGNER

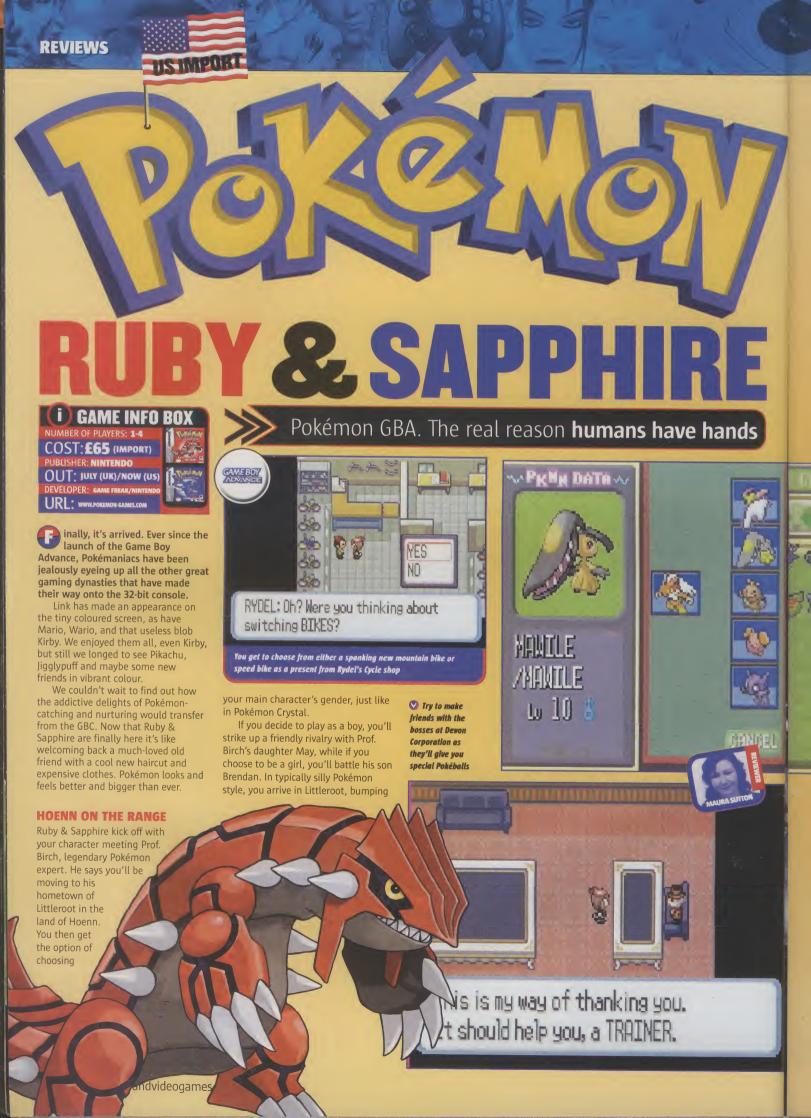
GEORGIE KYRIACOU PRODUCTION EDITOR

Zelda: Wind WakerZelda: A Link To The PastDef Jam Vendetta

Def Jam Vendetta
 War af the Mansters
 Zelda: The Wind Waker

"...Got ta be Blanka from Street Fighter and little Pikachu. Because it would be Danger! Danger! High Voltage... when they touch! Wouldn't it?"

"...Def Jam Vendetta vs Smackdown!. Online with a 100-player Last Man Standing mode featuring the full roster of fighters. Wha's the man?!"



The introduction of Special Abilities has added even more variety to the Pokémon battling experience. Now loss of accuracy during battle – that will be activated automatically while the battle plays out, with the aim



Curses. That pesky Wingull is decimating your on with his Supersonic attack



It's time to check your party's Abilities via the Summary screen. Hmmm



Sweet! Your Whismur has the Soundproof Ability. Send him out into battle



Success! Wingall's Supersonic is blocked by Soundproof and Whismur is victorious

₽31068

15:48

ID No. 28386

TRAINER CARD

NAME MARINA

Nour Trainer Card shows how much money

you've earned and displays your badge tally

\* HONEY

■ POKéDEX .PLAY TIME



comparison chart shows how tiny or huge your critters are

along in the back of a removal van, with burly Machops helping to carry the furniture into your Mum's house. Hurgh!

After a quick stroll around town, you stumble on Prof. Birch being attacked by a wild Poochyena Pokémon, one of 100 brand new critters. You have to choose from one of three Pokémon in his bag to help rescue him, and this is how you get your hands on your first Pokémon.

From this point onwards the basic style of gameplay will be very

Mr oriney is a friendly Sea Captain who lakes you sailing on his boat If you want to get all the starter Pokémon, you'll have to trade with your friends

specialises in Electric type Pokémon

familiar to anyone who's ever played a Pokémon game, or indeed to anyone who has played old-fashioned top-down RPG's such as Golden Sun or Zelda action-adventure A Link To The Past.

> You walk, run and cycle

from village to village, chatting to the mad people you meet, battling trainers, solving puzzles and capturing wild Pokémon to add to your collection.

I swell with optimism, seeing a promising

young TRAINER like you!

Mauville City Gym Leader Wattson

#### **SACK OF SOOT**

Aside from the obvious visual improvements, Pokémon fans will notice extensive enhancements to the gameplay. There appear to be many more mini-games and side-quests, ranging from bicycle race challenges to game

Lanette's Storage

System helps you

keep track of your

captured Pokémon

Doesn't a beach umbrella look like a giant flower?

As ever, it's the fantastic array of truly crazy characters that makes Pokémon Ruby & Sapphire so special. We'd like to get inside the heads of the creators!

where you collect soot in a sack and trade it with a glass-blower who makes flutes. Really.

The radio broadcasts from Gold and Silver have been replaced by a TV channel, viewed in the houses you visit throughout Hoenn. You even get the chance to be interviewed by TV crews and have your answers featured on the next broadcast using an ingenious cut-and-paste method

The battle animations are better than anything seen in previous Pokémon games, with the added excitement of four-way tag-team



by television crews and you'll be featured on the Pokémon Fan Club broadcasts

I get the feeling that your account will make a great TV story.

Ne 006 BLAZIKE

BLAZE POKéMON

6'03"

114.6 lbs.



battles in single-player. Just look for

The revamped PC Pokémon

trainers standing in pairs.

storage system is another

impressive improvement.

Designed by a messy

Fallorbor Town, the

system allows for

Pokémon between your Party and Storage boxes.

Simply click on the

The old system of

much easier

movement of

little wiggling

icons to switch

them about

Lanette who lives near

young girl called

The game features Hidden Machines (known as HMs), which equip your Pokémon with the special moves they will need to use both in battle and while they're travelling

Riding the

Cable Car is

a spectacular

way to reach

the summit of

Mount Chimney

## **MEET THE NEW GUYS**

The idea of seeing 100 brand new Pokémon displayed in vibrant GBA colour is a huge thrill for all of us Pokémaniacs. It's great to see so many cute new characters as well as several very bizarre and comic oddities in all their glory. Here's a typical cross-section.



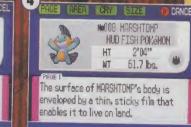
BEAUTIFLY's favorite food is the sweet pollen of flowers. If you want to see this POKéHON, just leave a potted





TAILLOW courageously stands its ground against foes, however strong they may be.

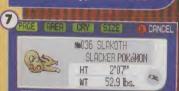
There's nothing special or outstanding about Taillow at all. The world's-most-boring-mon





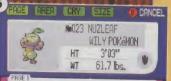
MAWHILE's huge jaws are actually steel horns that have been transformed. Its docile-looking face serves to lull

Spot the spelling mistake! Maybe it's this critter's intimidating jaw that's done it

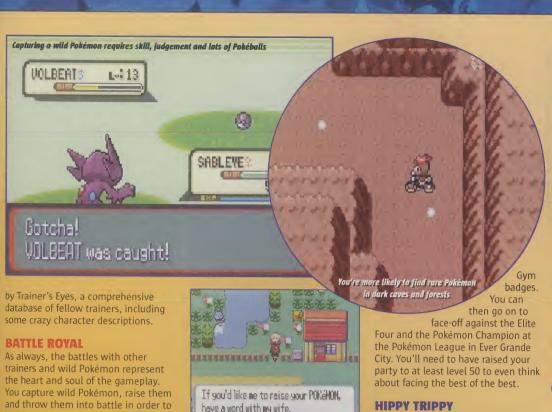


SLAKOTH lolls around for over twenty hours every day. Because it moves so little, it does not need much food.

These lazy Pokémon loaf around on the floor and only attack every second turn





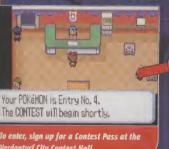


have a word with my wife. build up their Stats and create the In typical Pokémon tradition it's not all ultimate party of fighting creatures. about combat. If you want your

The Day Care Centre returns. Leave two Pokémon there and they might make babies

# POKÉMON CONGENIALITY

combination of the old Pokémon GBC games and Pokémon Stadium on the N64. The Pokémon Contest is a new addition to the handheld game that



Your aim is to beat all eight Gym

Leaders in Hoenn, and win all the

To enter, sign up for a Contest Pass at the nturf City Contest Hall

The first round of the contest judges the Condition of your chosen Pokéme



ALEC's SLOKTH!



## POKÉ... NAV

To compliment the user-friendly Items Bag that replaces the bulky Backpack from Gold and Silver, you have the superbly featured Pokénav. Prof. Birch gives it to you along with a Pokédex so that you can collate information on Pokémon and details about vour fellow Trainers.



Zoom in on the map and you can view details of every city you visit



creatures to evolve into more powerful

Pokémon, you should shower them with love, affection and treats. It's

frightening how much pride you feel when you take your Pokémon to the Pokémon Fan Club meeting in Slateport City and they tell you that

Who needs to go to school when you've got

life-forms settle at the bottom of the sea making sodimentary layers.

the Oceanic Museum in Slateport?

Use the Pokénav to keep an eye on your **Pokémon's Condition Statistics** 



Irainer's Eyes is a brilliant guide to the character, strategy and location of Trainers



your Pokémon love you. Or is that just

us? Don't answer that. Pokémon games have always been big on the touchy-feely stuff and Ruby & Sapphire are no exception. In order to successfully progress in the game you also spend lots of time helping your fellow man via side quests. There's a very strong environmental

ww.computerandvideogames.com 77

The humble Berry has a pivotal role to play in Ruby & Sapphire. There are lots of different types of exotic fruits to be found around Hoenn, all of which can be fed to your Pokémon. The fruity treats are also involved in several mini-games, including the planting and watering of Berry trees with your Wailmer Pail, and the intriguing and precise art of Berry Blending – which, like all rewarding activities, is complicated at first.



Go and pluck your Berries from the many trees that are planted around Hoenn

awareness theme to the story line involving the two warring factions of Team Agua and Team Magma and their attempts to influence the ecology

It certainly seems that Nintendo has gone all out to make this the definitive Pokémon game. We could have done without quite so many boring bird-like critters (is Taillow the

there's not



with this old-timer?

Then approach strangers in Poké Contest Halls and suggest a bit of Blending

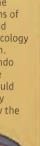


the pointer spins past your marker



BROWN PokéBLOCK

The end result? A Pokéblock to feed your Pokémon and increase their Condition Stats



of Hoenn. Like, wow, far out man.

new Magikarp?), but much else

Walking the Seaside Road is too dangerous so you'll have to find a bike to continue your epic journey Playing with your mates? Then you should pay a visit the top floor of Pokémon

Each town, village and city in Ruby & Sapphire has a very distinct personality, and you'll never get tired of exploring far-flung locations. Some buildings will look very familiar from previous games, while there are also plenty of brand new tourist attractions for the wandering Trainer to visit.



DAD: Hm... MARINA, you have sotten stronger.

Petalburg City is where your friend Wally lives and the location of your Dad's Gym



Rustboro City houses the Devon Corporation HQ and a Pokémon Trainer's School

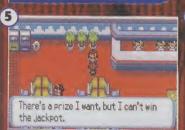
Centres for a range of multiplayer options



Dewford Town is hilarious! Everyone there is obsessed with hipness and fashion



Be sure to check out the Oceanic Museum and the shipyards in nautical Slateport City



You get a bike to ride in Mauville City and you can also play slot machines in Game Corner



frail and sickly people.

Verdanturf Town, site of the Rusturf tunnel, dug by hand to link up with Rustboro City



TRICK HOUSE, haven't you?

The Trick Master likes hiding in flower pots. He's a very strange man



that have small indents in them. Once you get TM43 Secret Power, you can

set up your own Secret Base

to quibble over. And while there are always going to be those who wouldn't touch anything Pokémon with a 10-foot Feraligator (more fool them), open-minded Pokénewbies are bound to be ensnared by the

gorgeous graphics

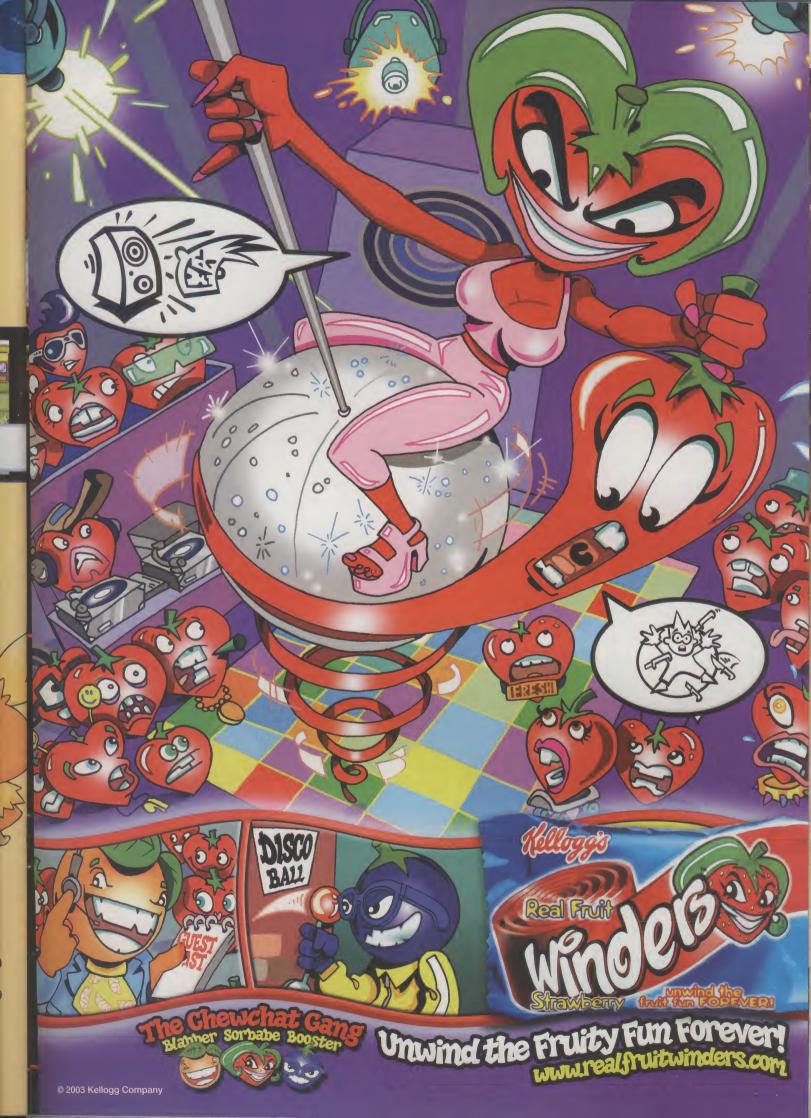
and incredibly compelling and addictive 100 hours-plus of blissful gameplay. Ruby & Sapphire represents everything Pokémon fans could have

hoped for, and much more.

#### GAMES VERDIC

Raise and nurture a squad of unstoppable beasts in the most polished Pokémon adventure yet. Will keep you happy for a long time. Maura @





Point-and-click puzzles are notorious for being so obtuse that they defy all logical thought. Fortunately, Syberia's puzzles are pitched just right. Although you might have to do some strange things such as drawing a woolly mammoth or making legs for Oscar, most of the conundrums can be worked out with just a little brain massaging.



Kate needs to climb the ladder to grab an egg, but the evil Cuckoos won't let her pass



Go and read up in the University library about Cuckoo-friendly grapes



Now make the loony Rectors reveal details about their secret grape garden



feed the birds to reach the autor nest; use a test-tube holder to get your pr

# yberia

# Classy – more lawyer than Lara

i) GAME INFO BOX

COST: £39.99

**OUT: NOW** 

URL: WWW.SYBERIA.INFO

ired of all that shooting, slashing, jumping and driving? Nah, nor are we, but we can always squeeze something a little more avant-garde into our gaming schedule if we deem it worthy of our time. Et voilà: step up Syberia, the delicately fragranced offspring of French publisher Microïds.

Already a surprise hit on the PC, Syberia is a beautiful pointand-click puzzler featuring the adventures of NYC lawyer Kate



Move Kate with the analog stick and the cursor changes when a useful object looms



Oscar is Kate's constant companion. He's made of tin, so they probably won't snog



Walker. Kate travels to the chocolatebox Alpine French town of Valadilene on a routine assignment to arrange

Kate travels across Europe to Siberia

on a clockwork train. Obviously

the sale of an automaton factory. The owner dies before the deal is struck, kicking off a quaint, oldfashioned mystery in which hardly anything violent or frightening happens, but which still holds your attention. The charming automatons and gadgets are the real stars of the



Like any woman of the noughties Kate uses her mobile phone to contact friends and family

game, particularly Kate's travelling companion Oscar, a C-3P0 sound-a-like with a humourously pedantic attitude.

The lush environments are almost

identical to the ones in the PC version

#### **NOT SO FAST**

In terms of looks and character, Syberia is a winner. However, the control system suffers in comparison to the PC version's. What works seamlessly with a mouse seems sluggish with a joypad, making Kate frustrating to control at times.

Movement between screens is also very slow. You'll find yourself constantly holding down the run button to try to cover the vast environments at more than a snail's pace. Very annoying at first, but you'll get used to it eventually. If your thumb is strong enough to bear such tribulations, you'll uncover a charming and intelligent gem. 👁

#### GSMES / I TO I

Wonderful on PC, but Syberia's PS2 control system feels awkward. Worth suffering the slowdown if you fancy something a little different. Maura 🚭



# LOG QN AND LOAD UP ON INFO!

Still hungry for more even after thumbing through this game-packed issue of CVG? Logging onto **ComputerAndVideogames.com** will satisfy the biggest gaming appetites



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Our site is fit to burst with an enormous amount of archived news, reviews, previews, features, cheats and downloads. Looking for some screenshots? We have thousands of them. And using our simple navigation, finding exactly what you want on any format couldn't be simpler: allow us to take the pain of searching out your gaming addiction!



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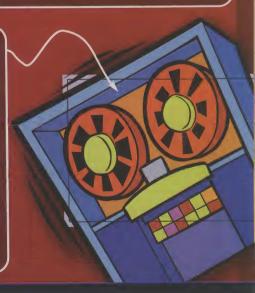


#### KILLER COMPETITIONS

Fact: the best online competition prizes around are to be found on ComputerAndVideogames.com. Consoles, games, TVs and everything else you could ever need to make your gaming life a luxury fly out of our hands faster than you can say, "I need free stuff". Don't be a mug: you've got to be in it to win it.

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### **CURSES!**

One spin on the original game is the cursed sword, Akujiki. After you defeat the second boss, the hero can begin using his mythical blade to absorb the souls of people he butchers, in turn making his weapon longer and more powerful. But be careful. If you're not killing enough enemies or sucking enough souls, Akujiki will begin to drain energy from you

# Warning: nostalgia can be dangerous

## (i) GAME INFO BOX

DEVELOPER: SEGA

ertain things should be banned from videogames. Linear levels are one, as are titles that dump you back at the start of the stage if you mess up. Oh, and repetitive enemies - they'd definitely have to go, too.

Unfortunately for Shinobi - a 3D update of Sega's side-scrolling ninja chop 'em up that first graced arcades in 1987 - it features all the frustrating devices and irritating set pieces that make you want to smash your Dual Shock in a fit of blind rage. And we haven't even got started on the



The action is incredibly violent, rival ninjas chopped in half at every turn

Old codgers who say that today's nes are too easy will find comfort here





It's a double-edged sword, though. If you don't do enough killing, the sword will begin to





platforms, the hero can perform one of his nifty double jumps



The reason Shinobi fails is that it tries too hard to stick to its source material. Although bland levels and identikit enemies were fine back in the days of shell suits and New Romantics, offering gamers the same thing in 2003 – albeit with 3D gameplay and flashy graphics – just isn't enough.

Slaughtering waves of identical ninjas is fun for a while, but the repetitive, shallow gameplay quickly becomes tiresome, and tricks such as bottomless pits that catch you off guard at the end of a stage (and put you all the way back to the start, for Chrissakes!) are, quite frankly, rubbish.

Hollywood screenwriter Peter De Vries once said, "Nostalgia isn't what it used to be." If you're a Sega devotee hoping to relive your lost youth taking a chance on this lazy retro update, his words will ring true. 💩



A clever addition to Shinobi's traditional gameplay is the evasive stealth dash. As you're often attacked by packs of assassins who surround your hero and prod him to death, the stealth dash allows you to move faster than the human eye, bust out of scrums and attack your unsuspecting rivals from behind.

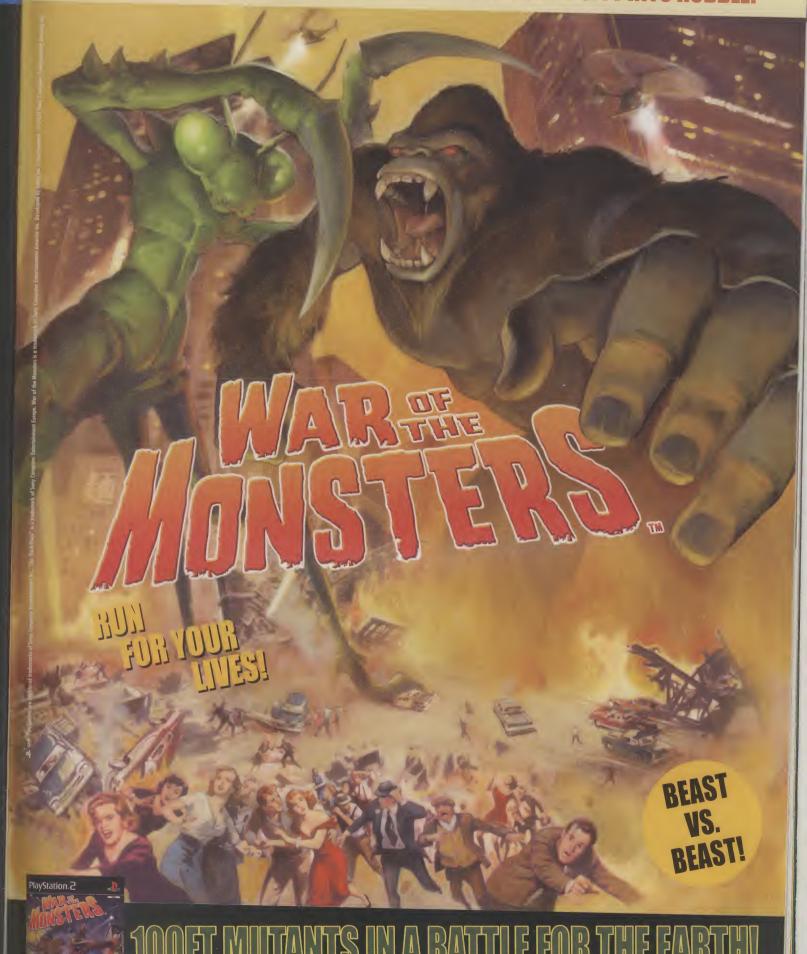








# TOXIC FUEL TURNS ANIMAL INTO BEAST! - BEAST TURNS



www.wotm-game.com uk.playstation.com





# COST: £39.99 PUBLISHER: SONY OUT: APRIL 30 DEVELOPER: NAMCO. URL: WWW.NAMCO.COM/GAMES/MOTOGP3.HTML

ack in 1985, The Coca-Cola Company made an expensive mistake. Concerned that Coke was rapidly losing its market share to Pepsi, the company decided to discontinue its original soft drink and introduce the sickly sweet New Coke.

The American public hated it and Coca-Cola had to rush Classic Coke back onto the shelves. Now there's a lesson in not fixing something that ain't broke, a message Namco clearly took to heart during the production of MotoGP3, a game that's just as good as, yet virtually identical to, its top-selling predecessors.

#### **SAME OLD, SAME OLD**

As always, the main appeal of MotoGP lies in its elegant balance between arcade racing and realistic simulation.

# > Played MotoGP2? Then you've played this too

VIEW TO A THRILL

For a greater challenge, you can also opt to play from MotoGP3's scarily-rapid firstperson perspective. This new view, through the bike's minuscule windscreen, is genuinely thrilling as it puts you right at the heart of the action. However, it's almost impossible to use and requires superhuman gaming skills.



As your bike tilts to the side when taking corners, the cockpit view becomes disorientating and confusing



It's easy to follow rivals around the bends but, once you're in first place, it's impossible to judge upcoming corners



When it's raining it's difficult to see through the windscreen and splashes from the bikes in front also obscure your view

Although it's easy to hit dizzying speeds on the straights, players must use a combination of timed brakes and acceleration to burn around the bends and stick to the racing line. And while you won't fall off your bike for making simple mistakes as you would in real

Circuit Hecord

147 km/h



life, the game's authentic handling makes MotoGP3 feel more like Gran Turismo than Extreme-G.

But aside from slightly slicker graphics, a greater selection of tracks and an expanded roster of licensed drivers and teams, this latest edition brings nothing new to the party.



MotoGP3 is definitely the best biking simulation around but, if you have played either of its PS2 cousins, you'll feel completely underwhelmed by this identikit update.



You can tweak your motorbike's settings and fiddle with its transmission, handling, acceleration, brakes and tyres

DAVE MCCOMB

Moto6P3 presents you with 15 real tracks and 20 Jantasy courses to race around, each one offering a set of unique challenges



84 www.computerandvideogames.com

#### BLASTAHOLICS ANONYMOUS

If you defeat the whole game and think you have an unbeatable score, make sure you stake your claim at www.ikaruga-atari.net. You receive a password at the end of Ikaruga, which you can then enter on the official Ikaruga website to compare your scores against blast masters the world over.



Log onto the Ikaruga website to share your hopeless addiction with the rest of the world

# IKARUGA



#### It gives you such a feeling of elation when you defeat the bosses. Punch the air in defiance as the blighters go down in flames!

#### MY EYES! I CAN'T FEEL MY EYES!

# The human race isn't ready for this

NUMBER OF PLAYERS: 1-2 COST: **£39.99** PUBLISHER: INFOGRAMES

OUT: APRIL
DEVELOPER: TREASURE
URL: WWW.IKARUGA-ATARLNET

his reminds CVG of when videogames were designed to scare you into submission with impossible challenges, while

pacifying you with digital displays

#### **NOTHING IS IMPOSSIBLE**

beyond most imaginations.

Yes, it is possible to reinvent the shoot 'em up because Treasure routinely does this every few years. The twist for 2003 is that your spaceship, the lkaruga, changes shades between black and white to confront enemies that are either black or white, or a combination of both. Enemies that are

black fire black bullets; white bullets are spewed by white enemies.

The Ikaruga is only susceptible to damage by bullets of the opposite shade, and can absorb power from bullets of the same shade. That's it – game on. You'll be eating up black bullets while dodging the white, then vice-versa, as naturally as breathing before you know it. Dry, shallow breathing, that is, because Ikaruga really is hell-a-stressful.

#### I CAN WALK! AGAIN!

On the face of it Ikaruga is only a vertically scrolling shoot 'em up played on a 2D plane, with modern 3D visuals to sex it up. Get to grips with it, and you'll endure the process of being educated into a new way of thinking, overcoming situations that you think are impossible and reaping the rewards of dedication. Just like the old days, but, paradoxically, in a way that feels ahead of its time.

Only two buttons are needed to play Ikaruga – shoot, switch colour, plus a combination of both to fire homing lasers. Nothing can prepare you for the mental torture involved during your virgin shoot-and-switch missions.



Eat the same shade of bullets to acquire enough power to unleash homing lasers



Don't get caught out trying to snaffle bullets of the opposite hue - an easy error

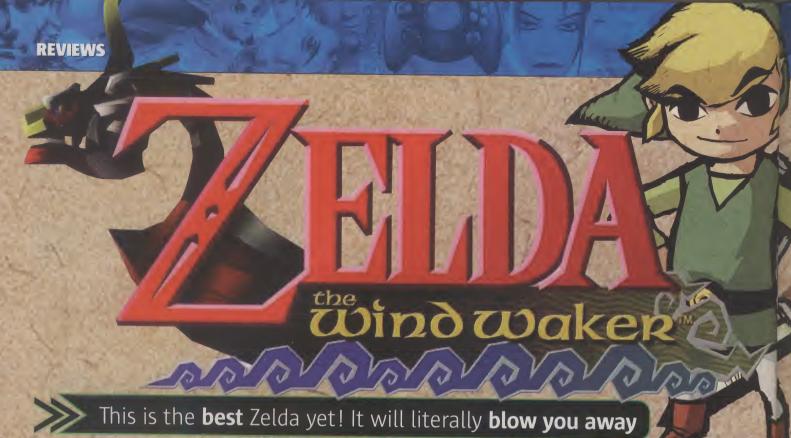


Enemy bosses combine black and white powers, so staying out of danger is hellishly hard

VERDICT
The most intimidating
SOB we've seen in
ages, but equally

△ A black laser beam is about to cross your path





#### i) GAME INFO BOX

COST: £39.99

OUT: MAY
DEVELOPER: NINTENDO
URL: WWW.ZELDA.COM

e've been enjoying tons of games lately that give you huge amounts of freedom, but have no particular aim in mind. The fun of these games, whether it's GTA or even something as competitive as one of the top fighting games, is down to endless experimentation.

These sorts of adventures are terrifically exciting with lots of potential - perhaps the ultimate being the massively multiplayer online RPGs like EverQuest. You don't need much of a plot, merely guidelines of who you are and what you can do.

At a point where we're getting used to so much freedom, you'd think it would be impossible to enjoy restraint all over again. However, when restraint is treated as guidance or direction, this can lead to some huge moments in a game.

Zelda for Cube has forced the message home to CVG that on occasion, allowing creators to control the drama can still deliver great moments, even ones that we'll still be talking about years from now.



O Use the telescope to spy danger because before long you will be in the thick of it





in the game, there are always new threads being woven into the bigger picture.

It's a lengthy and sometimes tiring quest, but it's designed so that occasionally some of these threads will suddenly point to an answer that's right under your nose. When this

happens it's really exciting to have solved a small part of a puzzle, all the more so because the solutions are well hidden until the time is exactly right

for them to become clear.

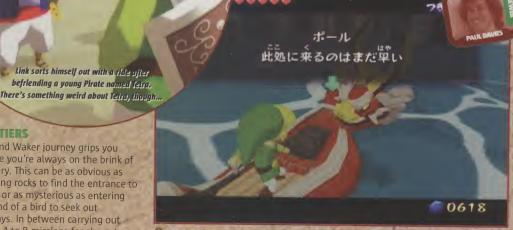
It's easy to know when you're getting close to such moments in the game because you start to get a nagging feeling, and the pace slows right down as you realise that your rate of progress has ground almost to a halt. Time to get excited!



**FRONTIERS** 

The Wind Waker journey grips you because you're always on the brink of discovery. This can be as obvious as exploding rocks to find the entrance to a cave, or as mysterious as entering the mind of a bird to seek out pathways. In between carrying out specific A-to-B missions for characters

link sorts himself out with a ride piler befriending a young Pirate named fetra.



Your boat is called The King of the Red Lions. It talks and likes to give advice. Can prove essential



#### SONGS OF THE SEA

The Wind Waker – Link's baton – is handled using a combination of left stick to choose the number of notes, and the right stick to play the notes themselves. You'll use the Song of the Wind so many times you'll lose count, constantly changing wind direction to fill the sail or help Link to glide more efficiently on his Deku Leaf. Rarely-used songs have more spectacular results, however, but we don't want to spoil things for you…



learn songs by reading them off monuments, or they are taught by people you meet



Change the direction of the wind to fill your sail, or to help in other ways



Choose the number of notes to be played with the left stick, and the pitch with the right



If you forget the notes, they're all here on Link's inventory screen to remind you

the next best place to go and expressing his general boat-like outlook on situations. You'll be spending many hours on this boat, as it's your only means of transport between islands.

Ferrying Link this way and that isn't all KORL is good for. With the right equipment installed, Link can 'fish' for treasure wherever he sees lights glowing from the ocean depths. KORL can also adapt to fire a mean-looking cannon for defence against pirates, or to blast through the gates of a fortress. He's one clever boat.

When you first set sail with KORL, the size of the ocean is intimidating. The first place highlighted on the map takes you around five minutes to reach – which is a long time to sit tight, doing nothing much except maybe sing Life on the Ocean Waves.

In fact this life doesn't stay so peaceful after all. As time goes on, the waters become infested with monsters, ranging from sharks to giant hovering uglies we're not sure the name of. Avoiding them is reasonably tricky, but not impossible. Sharks and other floating obstacles can be hopped over using the R trigger. Bigger enemies are fun to take out with the

⚠ There's a long way around here, but why take it, eh?

Use the grappling hook to swing across instead. A flash indicates if you're locked on

Armed with the right tools, Link makes light work of situations that cause a lot of bother at first A GAME, IT'S A CONTINENT!

So, sailing...
great! But Zelda
games are
mainly about
dungeon
exploration, and
the clever traps
encountered
within. Indeed,
dungeons are found in
most of the islands that
litter the vast ocean and
be doing lots of to-ing and

you'll be doing lots of to-ing and fro-ing between them.

When we say the dungeons in Wind Waker are on a par with those in previous Zelda games, we mean that they are genius. The combination of



This porcine guard has one heck of a smile. He's obviously been flossing

Link's face shows his emotion all the way through. He can look really angry, terribly sad, and kind of confused



You get to travel far and wide to say the least in Wind Waker. A couple of guys are at hand to make sure you don't get completely lost.



Zephos, god of winds, teaches link a song to carry him swiftly from one distant point to another via a typhoon, but you'll need to find a bow and arrow first...



© Could this be the evil Lord Ganon back from the dead? That's little Link in the bird's beak

2

is often spectacular and filled with bright explosions, so it can get very tough. All s have weak points, however, and you can work them out to make things easier

016

Just look at those mad, staring eyes. How terrible! That bird is pretty scary too



Don't know the name of this crazy fish, but he's some artist and knows his way around the sea. Give him some food and he'll fill in your map details

awe and bewilderment experienced as you first enter one of the dungeons in Zelda has no equal in any other game series, period. But what GameCube adds is atmosphere like you won't believe.

When A Link To The Past was created, all Nintendo had to consider was the puzzles. This was entertaining, of course. Then in Ocarina Of Time we were given a taste of what it felt like to be inside dungeons, be surrounded by the heat of a volcano or peer through the mist.

For Wind Waker the sensation of being there is 10 times as powerful. It builds a colossal sense of scale, and the sounds reverberating all around create untold suspense. But most of

At the start link is dressed in casual garb. He collects the famous green outfit from his gran

all it seldom looks like a typical scene from a videogame. It looks like a cartoon come to life, and the same goes for all the characters and creatures you meet throughout the game.



#### **COOL ENCOUNTERS**

Of course, with such a radical cartoon style we can't tell you that The Wind Waker looks realistic, but it's certainly bursting at the seams with life. And what life this is! Whether it's the slobbering bottom lips of the pig-faced Molblins, wind-blown dust motes on Dragon Island, or the humorous expressions on Link's face that change to match the situation, it doesn't disappoint.

Obviously the dialogue is set in stone, but it manages to adopt a cheerful or ominous tone in all the right places. The result is that you feel well and truly encapsulated inside a Legend – the theme, and indeed the game itself.





#### CEMES VERDICT

As magical as you'd hope, this really has that epic feel. Pulseracing battles, soulwarming humour and always a great sense of mystery. Paul ©

# No need to revisit old dungeons OUT OF TEN

TRY THESE... Skies O Arcadia (PSI)



press Triangle to bring about a heavy-duty close-quarters attack. Be quick!

## B-movie button-mashing monster mauler

they've trapped you, their stomachs rumbling ominously. The 10 fiends in WOM are the critters usually found halfway up a skyscraper, cradling a tiny damsel in one hairy/slimy/shiny palm while swatting at aeroplanes with the other.



Togera is a Godzilla wannabe with brain-shredding spikes for claws. When he gets excited they poke straight out



no runs like a concrete milkfloat, but we love the way he removes his own flaming head in times of peril. Bless



Magmo has four arms and spits out molten lava balls. But he's painfully slow and an easy fella to catch off guard. Ha ha!

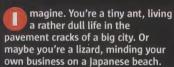
#### (i) GAME INFO BOX

COST: **£39.99** 

**OUT: APRIL 18** 

ELOPER: INCOGNITO ENTERTAIN

URL: www.warofthemonsters.com



Suddenly, Earth is attacked by flying saucers. The alien invaders are repelled with a pulse weapon that leaks radioactive goo, mutating the world's humble insects, animals and toasters into giant super-monsters straight out of a cheesy B-movie. Things are starting to look up for the butt-end of the food chain.

**SMASH-IT UP**In War Of The Monsters the humans



The two-player split-screen cleverly dissolves into one while battles are playing out



The metal fans at CVG think this what all hotels should look like. Oh yes!



Three against one in Free-For-All mode hardly seems fair. But then, this is war



Thing is, you get what you pay for using low-cost airlines

are reduced to bit-part players, tiny screaming dots running for cover as buildings crash all around them. In this war, the monsters have all the fun, and so do you. Vast glittering cityscapes are your playground and skyscrapers, cars, pylons and planes your weapons as you rampage after the blood or battery acid of your equally outlandish enemies.

If you're looking for subtlety, forget it. There's not much call for stealth when you've just impaled a 100-foot gorilla on an electricity pylon.

WAR OF THE WORLDS
WOM looks stunning, each huge battle arena rocking with schlocky cheese-orama atmosphere, lush textures and



electrified eyeball

The enemy AI is rock hard, even on Normal level. You'll come to a halt disposal. Rely on simple button-bashing and you'll soon be either trampled under a giant foot or squished by falling rubble.



Press Circle to pick up any nearby object circled in green. Then you can either chuck it at your foe or pound them into a pulp



ick. Press Triangle and Circle for a long range attack or Square and X when up close





Okay, here's a rule from the world of abnormally large insects. Never, ever, tell a giant ant that his bum looks big in red



Monsters never get to go on holidays, so they like to spoil everyone else's

the surface gloss and you'll find precious little of the finesse or strategy of more traditional fighting games. In a spiky talon gets boring very quickly in comparison to the more heady





ለ Goliath Prime is one of the fiendishly difficult bosses you battle in Adventure mode

delights of trashing skyscrapers and stomping on cars just for the sheer

The only problem with mindless vandalism is that eventually it has to stop. When you've reduced every there really is little else to do. In Adventure mode the action is spiced up with a sort-of plot involving yet more monsters breaking things, plus the addition of some infuriatingly difficult Boss monster encounters, but ultimately the gameplay is as onedimensional as a B-Movie script. 🏻



GAMES VERDICT

The sort of flashy, funny game that's best in the arcade environment, Fun for a while, but you won't be playing it months from now. Maura







OUT: NOW DEVELOPER: ASK CORPORATION



o many chopper jokes so little room, so instead we'll stick to the

facts. This is a tough simulation of search-andrescue helicopter missions where you will need proper piloting skills and determination to progress, Graphics are bland and it's dead rough around

the edges, but it stands up well as a pure simulation of a very tough occupation.

OUT OF TEN

# TOP ANGLE

ven by fishing game standards, Top Angler is a weak effort.

Despite the fairly pretty visuals this is a mostly joyless experience, owing to the very limited amount of interaction you have with the game. Hit a couple of

(i) GAME INFO BOX

NUMBER OF PLAYERS

COST: £39.99

**OUT: NOW** 

URL: www.xical.com/games/topangler



buttons, wiggle the line, watch the fish ignore you, and that's pretty much it. If you really must, buy Sega **Bass Fishing** Duel instead.

Slice up the fishies' gobs all in the name of sport

#### **LEGO DROME RACERS**

(i) GAME INFO BOX COST: **£29.99** 

**OUT: APRIL 11** 

he coolest LEGO game so far, this is a highspeed racer packed full of great play modes and some really neat ideas.

Take on brick-headed drivers in rather impressivelooking courses using power-ups to enhance your

performance and hinder that of your opponents. It even features a cool dragster race mode. Not bad at all.





# Project El

# Good-time happy-snaps these definitely ain't

#### i) GAME INFO BOX

Frejon ZERO

NUMBER OF PLAYERS: 1

OUT: APRIL 25
DEVELOPER: TECMO

ou've heard how curiosity killed the cat, right? Well, this is more like curiosity ritually sacrificing the cat before hurling the poor moggie's tortured spirit into the bowels of a bottomless pit of madness, torture and despair.

Miku's brother Mafuyu has gone missing, you see. He was investigating the reported grizzly goings-on at the infamous Himuro family mansion and it's up to you, as Miku, to find out just what the devil (quite literally) is going on. Hope you're feeling brave.

The old survival-horror idea is given a chilling breath of fresh air by the introduction of the Mystical Camera. which you use to tackle the ghosts -



Help put the sacrificed souls to rest ithout turning into one of 'em



You can't run and snap at the same time so charge-power as much as possible



Given that this part is called The Strangling Ritual, you'd expect ropes, innit

Replacing bullets with Polaroids is more than just a gimmick. The camera is an integral part of your twisted adventure into the depths of madness, and you can upgrade it as you earn points to give you the advantage. You can even load up with different film to gain different ghost-busting abilities.







# **LIFE THROUGH**

Your camera is good for more than just snapping and melting the unhappy undead. When you see the filament in the lower righthand part of the screen glow blue, there'll be a secret or clue nearby, so check everywhere.



Empty rooms fill with spooky pointing children when you look through the lens



Seemingly innocuous doors are gateways to new areas on closer photographic inspection

the mansion. Putting these tortured souls to rest is a harrowing task, though, and is a far cry from the schlockhorror monsters of Resident Evil. Puzzles are solved by using the camera too, and while the action is familiar, it's always engrossing.

Project ZERO has all the horror movie coupled with engaging, survival-horror gameplay and that sense of a new gruesome discovery just waiting behind every closed door. What makes the game really shine, though, is the introduction of the Mystical Camera and the often unbearable sense of fear and otherworldliness that eats away

at your brain as you play. This is a great game, no question, but it is also very, very bleak. 🚥

#### **VERDICT**

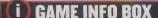
#### Brilliant, inventive, engrossing and extremely clever but

the strong-of-psyche need apply. Lee

will leave you feeling deeply troubled. Only



# 



COST: **£29.99** 

PUBLISHER: MICROSOFT **OUT: NOW** 

DEVELOPER: DIGITAL ANVIL

URL: www.microsoft.com/games/freelancer

e're guessing here, but the name 'Elite' probably means as much to you as 'Vivaldi' (he was an Italian musician in the 18th century hey, you'll thank us one day). Back in the Eighties, Elite was the ultimate in gaming pleasure. Flying through space, making a bundle, shooting pirates and living the high life.

Fast-forward a couple of decades and we arrive at Freelancer. Much the

# Buy low, sell high, then blow them all up

It's not all zipping around galactic trade routes and blowing pirate scum to the very depths of the netherworlds (or Cardiff, as some prefer to describe it). Landing on planets and bases opens up the exciting world of trading, ship repair and getting drunk while whoring your ass for work.



Each base has its own pre-rendered style



Hanging around in bars for work. Saucy



Traders let you buy and customise new ships





graphics, much cooler space battles and a gripping story line to boot.

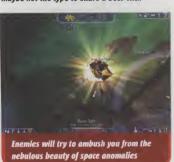
#### **WORK TO LIVE**

You can run missions for dozens of employers, from destroying terrorist bases, to helping the local military sort out disputes or even becoming them by carving out a career as a mighty pirate. Or you can just trade your way to a fortune.

It's as good as it sounds, even if it takes a while to get going. The story keeps things moving at first, but you're soon left to your



It's easy to make friends in space. But maybe not the type to share a beer with



own devices to play the game how

ever the heck you want.

Freelancer only really starts to fall down when you play it over the long term. After a while it all starts to feel the same and the lack of variety in the content of the missions starts to annoy. But this is a minor gripe as mostly it's as action-packed a life in space as you could hope for.







We've already told you what the problem with big space stations is...

# **VERDICT**

The amount of freedom is misleading but it doesn't stop Freelancer being an all-action space shooter with bags of appeal. Prez 🚭







# **Driving headaches** on GBA

#### i) GAME INFO BOX

NUMBER OF PLAYERS: 1-4 COST: £29.99

PUBLISHER: UBI SOFT

OUT: APRIL 30
DEVELOPER: SPELLBOUND INTERACTIVE URL: www.ubisoft.co.uk

he ancient Chinese philosophy of the I-Ching states that for every dark there is a light, for every sweet there is a sour, for every Mario Kart there is a TOCA. While Mario Kart is about pure fun and crazed cartoon cart racing, TOCA is right at the other end of the spectrum and is all about 'proper' racing; it's to be taken very seriously indeed.

#### HARDER, MISS DAISY

The different play modes offer varying degrees of complexity but even the easiest Quick Race mode is a bitch until you learn the courses, the best racing lines to take and the nuances of

each car's handling. Free Race



options to tweak, such as what sort of opposition you'll face, and the and makes you complete lengthy races with strategically-timed pit stops.

It's a complete racing experience and a good one, provided you're the excellent PSone game of the same name, this is a fine driving game but on the smaller GameBoy Advance screen with slightly scrappy visuals and that oh-so-steep learning curve, it's not one to be taken lightly. Best stock up on the headache pills. 📾

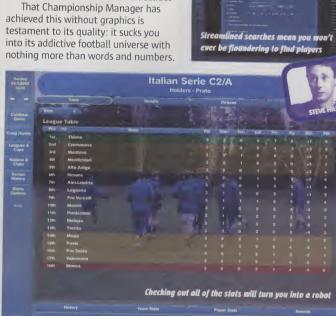


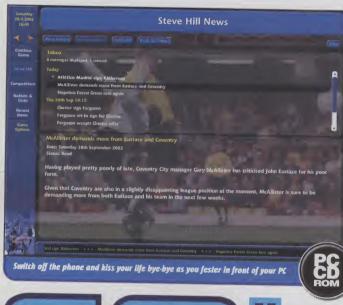


ning around is Kylie's perogative, not yours



the start but gets more rewarding the longer you stick with it. Not GBA's best racing game but it's very polished. Lee 🚭







CHAMPIONSHIP MANAGER



The wait is finally over...

#### **GAME INFO BOX** NUMBER OF PLAYERS: 1-16

COST: £34.99
PUBLISHER: SPORTS INT.
OUT: NOW

DEVELOPER: EIDOS INTERACTIVE

URL: WWW.SIGAMES.COM



n the hardcore world of football management games, one title stands head and shoulders above the rest, and has done for over a decade.





# Right (Right Medical) Separation of the separat

O Player stats: a number-cruncher's dream

So when we heard that the new version would feature a match engine, we admit we were a little concerned. Numerous games have tried this, and while they generally look okay, it usually becomes repetitive and unconvincing.

However, Championship Manager 4 has wisely steered clear of flashy 3D graphics, instead representing the action via an overhead 2D view of the pitch. This is effectively a moving version of a manager's tactics board.

#### **ANALYSE THAT**

Something of a gamble for the series, the good news is that it works a treat. As well as enabling you to further analyse the tactics, the action proves surprisingly engrossing, and you find yourself cheering on the movements of







what is, after all, nothing more than some dots on a screen. Embarrassing!

**LIVE ACTION** 

After years of hanging on to every line of text commentary, being able to actually 'watch' the action takes some getting used to. However, as proof that it works, switching to the text-only

option is enough to cause panic, as you are stricken with the

terrible fear of missing a goal.

It looks crap but will prove invaluable

As for the rest, suffice to say that it is a whole new game which would still be worth buying even without the revolutionary match engine. With a host of new features, 39 leagues and some 200,000 players, you could probably play it for the bulk of your natural life and still barely scratch the surface. Invest in this game, and rest assured you won't be getting a tan this summer.



# RESTAURANT

## Are you a **Jamie** or a **Delia?**



or some, the tickle of kebab and chilli pickle after a night out on the town is the finest dining experience known to man. For others, only the finest force-fed-goose foie gras and freshly harvested caviar will

do. Whatever your taste in cuisine, it's unlikely this restaurant-running sim will satisfy your gaming appetite.

#### PANTS OR PUKKA?

There's no problem with the game mechanics, though. In fact, the maths engine is so comprehensive and rocksolid that you can do everything you'd ever want to do when running a restaurant – and a later a chain of them – in real life. The problem is that it's just as taxing and as sometimes as tedious as it is in real life too.

Rather than choosing to follow a Theme Park/Theme Hospital route of



This customer's eating habits are so disgusting she is forced to dine alone. Maybe



This doesn't look like the sort of place we'd like to eat and that's the game's big problem

detailed game mechanics with funny stuff laid over the top, Restaurant Empire is a deadly serious operation. Plus you have a camera that's too restrictive, forcing you to view the action way up close.

Worst of all, once you've got your restaurant going there's not a huge amount of interaction with the game as all of the customer complaints and progress reports are buried deep within stats screens.



TOU THE SIMS (PC, FS III SIMS (PC)

## **MONSTERS AT DAWN**

player, the complex Yu-Gi-Oh! rules can seem rather daunting. Happily, Worldwide Edition does some of the thinking for you, even prompting you to make certain strategic moves. If only real life were like this. Anyway, here we show you how a typical Yu-Gi-



First comes the Draw Phase where you take one card from your deck on the right



cards that are face up



If your opponent's cards are face down, place a card with high defence points face down

8000



Got a Monster card with higher Attack Points than your enemy's? Be bold and place it face up



During this phase you should consider placing any trap cards in the Magic and Trap card zone



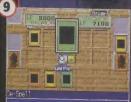
Battle Phase: go for opponents' face-up cards that have lower attack points than your card



The cards will then battle. Hopefully your monster will destroy the other card



When your opponent's Monster Zone is empty, start unleashing Direct Attacks on their Life Points



Next go to Main Phase 2 where you can choose to activate Magic or Trap cards



Finally, end your turn and sit back to see how your opponent responds to your moves

The leader of the packs is back on track

#### (i) GAME INFO BOX

COST: £34.99

**OUT: APRIL 17** 

t's okay to be frightened of Yu-Gi-Oh!. We all fear what we don't understand, and for some the grinning boy with the blond spiky hair is just a front for a game so complicated that only Stephen Hawking or Bill Gates could ever get

to grips with it. For those who would rather play Silent Hill 3 in the middle of a graveyard at midnight than tackle Yu-Gi-Oh!, we bring you comfort. Just in time to grace your spanking new GBA SP, the definitive version of the card game

arrives, shrunk into a tiny cart with a superintelligent processor that does all that fiddly calculating for you without taking

away any of the skill.

**EVIL WEEVIL**Starting a duel is simple enough. Click on icons on the Battle City world map where you can either

 $oldsymbol{\delta}$  Sorting out the winning cards in your precious deck and plotting your

cunning strategy is a guilty pleasure best carried out in private



There are plenty of fellow duellists to challenge in Battle City

battle characters from the animé series. Occasionally you will have to face off against renegade ghoul gangs who steal your rare cards from you. While Forbidden Memories on the

PSone and Dark Duel Stories on the GBC omitted several key elements of the original card battling game, Worldwide Edition is the real

deal in terms of authenticity. The multiplayer link-up option lets you duel and trade with your mates and you can even enter passwords from real-life

booster packs to add to the 1000 cards in the game.

Oh! novices, rest assured. Once you get a few duels under your belt, the gameplay becomes instinctive and you will start to revel in the feelings of power when vour Monster

cards hack away at enemy Life Points. We're hooked already.

#### Games VERDICT

The most complete version yet of the card battling game. Once vou understand the rules, the strategy elements can become addictive. Maura 🚭



# CONFILCT

# DESERT STORM

Prepare for a sandy crack as you go back in time to Desert Storm

#### i GAME INFO BOX

JMBER OF PLAYERS: 1-4

COST: **E39**,99

PUBLISHER: SCI

OUT: APRIL 18

LIBI

he anti-war demonstrator in us wants to rage against Conflict:
Desert Storm. We want to denounce it as a cynical cash-in on human suffering, brought forward to coincide with the outbreak of a fresh war in the Gulf

We can't, though. This is partly because you could argue a game is just as valid a medium for telling the story of Operation Desert Storm 12 years ago, but mainly it's because Conflict: Desert Storm is a cracking game and by far the best combat war sim we've ever seen gracing a home console.

#### DIE, FOE, DIE!

Taking the meat and potatoes of last year's PS2, Xbox and PC versions as its base, this is really Conflict: Desert Storm version 1.5. The list of improvements is vast, ranging from increased draw distance and enhanced effects, to significant leaps in enemy and team Al. Spread over 15 lengthy missions, it's up to you to control and command battle-hungry

The old 'duck and

cover' trick might

not save you up close like this

enemy territory.
Combinations
of button presses
let you switch

squaddies across



You assign your men to different positions in the vehicles so always bagsie gunner

### **FOUR'S KIN**

New for GameCube Desert Storm is a four-player split-screen cooperative mode. The mission objectives remain the same, but each player takes control of just one khaki-clad action man. You can share out weapons and supplies mid-mission, and pretty much do everything you'd want to do in the midst of a real battle. Apart from jump. Hmm.



Watch your team-mates play target practice on unsuspecting goats and farmers



Team members have different skills and here two snipers put on the hurt



between characters to use their individual skills. Provided you're using the right guy, you can do almost everything you'd

Well, not for the thousands of innocents slaughtered in the name of international peacekeeping it isn't. Still, there's no denying the cool-factor of some of the things you can do during the heat of the battle in Conflict: Desert Storm. Lots and lots of naughty soldier stuff, that is.



he shoulder-mounted anti-tank doodah will ecome your best friend in the whole world



Shoot the mosquitoes from your mates' ears with spooky accuracy



As long as the target is fairly slow-moving, you can take it down without difficulty

## The boys steam in to lay on the justice, but couldn't they just talk it over nicely?

expect to do in a war zone like stealing vehicles, calling for air strikes, distributing supplies to allies and, er, shooting goats up the backside. Well, they're smelly animals; they deserve it.

There's a satisfying blend of action and stealth too, to match the decent balance between all-out war accuracy and all the fun stuff you expect to find in videogames. Pacifists will hate themselves for loving it.

#### VERDICT

Whatever your opinion of war games, there's plenty to enjoy here and little doubt that this is the best version of Desert Storm available. Lee

ersion of Desert form available. **Lee ©** 

LIKE THIS TRY THESE...

#### **WORLDS APART**

The adventuring action in Yager takes place amidst a variety of beautiful-looking terrains. All hold their own dangers in store so keep your wits about you at all times.



you don't smash head-first into the cliffs



In Bitterfeld hazards include leaking pipelines and exploding chemical tanks



Elsewhere, you'll be helping the locals



with the chance to earn yourself a welldeserved ice-cold glass of Dweezle

# (i) GAME INFO BOX

# DEVELOPER: YAGER



# Pirates, dogfights and the adventures of an international badass

remember, the bigger they are the harder they fall, and the DST attack sub is no exception. DST has its weaknesses and it's up to you to figure them out and exploit them.

Make your way to the tanks on the left-hand side of the sub

he world has become a fierce place. Nation states have been abolished and the world is now ruled by huge mega-companies each in charge of individual trade zones. At one end is utopian Proteus, aglow with happiness and sunshine, and at the other is the fierce jackboot tyranny of DST. Between these warring factions lies the tranquil, blissed-out Free Trade Zone.

In this violent world, piracy is a constant danger. So the megacompanies hire tough pilots like you to ensure their cargo reaches its destination. Your name is Magnus Tide. You have a history of insubordination, womanising and reckless driving, a sort of airborne Vin Diesel with hair.

You now find yourself back at Proteus drinking down a cold Dweezle (that's beer, by the way) in the last



The pirates are slippery little suchas. You need to get yourself right on their case



Do the same on the opposite side. Just look out for the gun turrets





detection. We said 'might', mind

chance saloon. Will you be able to keep your mouth shut? Will pirates blow you out of the sky? And more importantly, will you get paid?

Yager looks beautiful, from the rolling hills of Proteus to the wonderfully detailed pirate and DST ships. Its few



Mark out the missiles and then the ship's warheads will seek them out

## **SHOOTING STARS (AND M**

behind the controls of a couple of really big guns and let loose at all manner of targets. Ahh, happiness is a smoking barrel.



Be quick to blast all the debris spannerhead Frank Spanner slings your way

faults, however, run more than skin

deep. The sense of being airborne is

leisurely hang glide, when what you want to be doing is blazing across the

just a little too sedate, evoking a

Nail the drones and firebirds before they have a chance to trash the platform

sky in a thunder crack as you tear past horrified gulls in a silver blur of

chrome-plated flying terror. Things do pick up in attack mode, where on regular occasions you'll have pirates force-feeding you laser from all directions while trying to knock out enemy positions and defend Proteus HQ. Boosters are available to give you that all-important burst of speed but they must be used sparingly in tight battle situations.

The storyline is impressive and will appeal to fans of epic quests. There's a good variation of missions, ratcheting up the difficulty level nicely, and you come into contact with a good range of characters. Some offer help, some just a cold Dweezle. All this makes for a challenging and involving game for those willing to sit through the sluggish opening levels.



🔕 Land, have a rest, make a cup of tea (maybe) get fixed up, get back out there. Pronto



Galles VERDICT

Fans of epic quests will see beyond the lack of speed to the hours of fun. But hardcore blast fans may find it a little too pedestrian. Paul A 😊





our heroes battling armies of monsters in a murky dungeon? This is Gauntlet, isn't it?

Well no, but if you've played any Gauntlet game before you'll find no surprises here. Black Stone looks unremarkable and certainly doesn't use much of Xbox's oomph. It's weak played alone but better with

mates, though only marginally.



-Rally was once the most beautiful racing game series around, so its deficiencies weren't so much of a problem.

Now, however, there are loads of beautiful racers. Maybe that's why the trademark V-Rally bizarre

NUMBER OF PLAYERS: 1-COST: **£39.99** 

PUBLISHER: INFOGR OUT: NOW

URL: WWW.VIRALIY3.COM



floaty handling is harder to ignore. There is loads of value here, but the rally mechanics seem a bit off.

Get used to kicking up dust as your ass slides all over the place



## TOCA RACE D

(i) GAME INFO BOX

COST: £39.99

**OUT: NOW** 

he only racing game with a story about death and vengeance to play through comes to Xbox. It's as solid a serious racing game as you could ever hope for, and benefits from an amazing level of graphical finesse that wasn't possible

on PS2.

You won't smile much while playing for all the concentrating you'll be doing, but that doesn't make it bad. @





# DELTA FORCE: BLACK HAWK DOWN

# Choppers are going down in Africa

i) GAME INFO BOX

UMBER OF PLAYERS: 1 011.132 COST: **£29.99** 

PUBLISHER: NOVALOGIC
OUT: NOW
DEVELOPER: NOVALOGIC
URL: WWW.MOVALOGIC

s you read this issue of CVG, the war in Iraq is either a) well under way or b) all done and dusted. (Or possibly c) responsible for the post-apocalyptic irradiated world of ruin out of which we are now struggling to eke an existence.) Whichever, what better timing for military-themed shooters based on real-world conflicts?

Civilians aren't

always pleased

to see you

Black Hawk Down details the events in 1993 when a US-led mission in war-torn Somalia went drastically wrong, leading to the deaths of 18 US soldiers. You may have



They haven't chosen the safest seat in the house but the view's good

seen the recent film (or read the book), but don't be expecting an exact reproduction of Ewan McGregor fighting in Africa. This is based on the actual events.

#### **RAMBO OR DUMBO?**

Which would be fine if it was any good. Unfortunately what could have been an

## **LITTLE BIRDS**

not include helicopters at some point. Mostly you just get to ride around in them until you reach the action areas, but occasionally you get to shoot things from the big old guns on the side.



ood is your stated aim



things until they explode



interesting military shooter turns out to be a bit of a shallow and clichéfilled mess. Your squad's AI is virtually non-existent and the enemy are the typical brain-dead cannon fodder that don't provide any sort of challenge.

Visually it's pretty tasty though, and the helicopter and jeep sections are nicely done, but the core of the game is often too frustrating to be enjoyable. Not a military sim by any means, but if you're after a frantic, brainless shooter fan, this could be for you. Still, a wasted opportunity.



There are plenty of weapons to mess around with as you'd expect playing as a US squaddie



's good to see the soldiers are keeping up with this season's fashions, khaki and camouflage gear

The troops fight fire with fire as the air thickens with clogging, cloying dust



The oppressive, heated atmosphere of Somalia transposes reasonably well

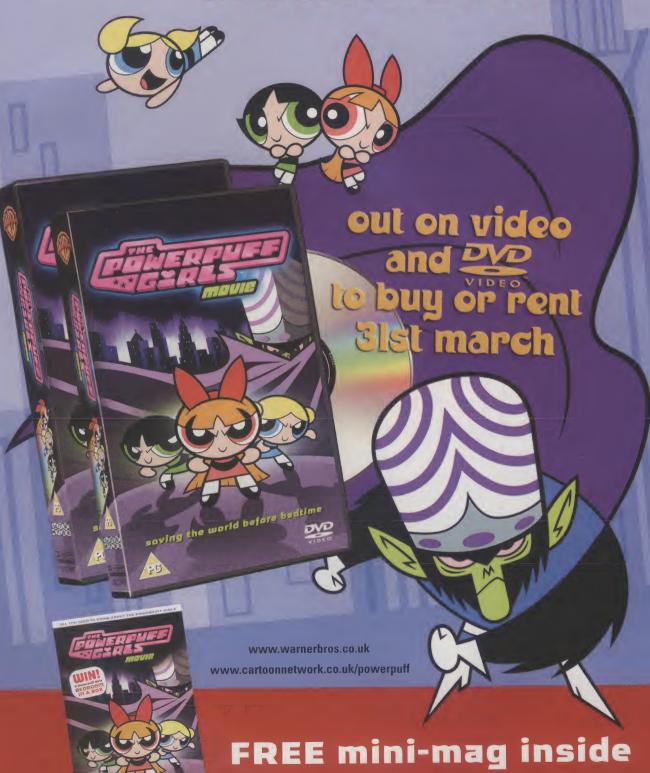


A simplistic and unconvincing shooter that could have been so much more. You'd be better off sticking with Operation Flashpoint. Prez 🚭





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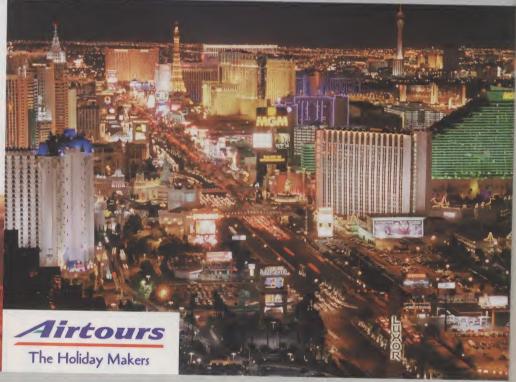


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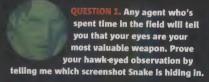
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est your gaming mettle with this substantial (cough) competition. To celebrate the launch of Metal Gear Solid 2 Substance on Xbox, we've got an incredible home cinema and gaming kit up for grabs, courtesy of Konami.

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- .....Screenshot 3









Know thyself, as the old saying goes, but it's also important to know thine enemy. What is the name of this automated surveillance nightmare?

- B .....Siphon



ESTION 3.You'ii have to use brain as well as brawn in the heat of the action and employing sneaky tricks will save your hide many a time. Which of these three objects can be used to distract guards in the game and let you sneak by unseen?

- C ......Girlie mag

STION 4. Finally, it's important to understand the hazards of the environments you're infiltrating. Have a guess at what this unpleasant liquid might be, showering from on high.

- A: .....Vintage Chardonnay
- B: .....Pee C: .....Mineral Water





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#### IN A NUTSHELL

Enter the year of the Matrix: two movies and a game with enough extra film ootage to create a whole new flick Guns, girls, Kung Fu and more guns! It'll be impossible to avoid the Matrix juggernaut this



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# JACK IN, LOAD UP, AND SET US ALL FREE!

Cs are nasty pieces of work. Think how many hours of your life you've wasted handpicking that mysterious fluffy gunk off the mouse ball when it stops rolling properly! But do they appreciate it? Do they 'eck!

o-plastic in the corner of the room pulls a fast one on you, along with its buddies. They take over the world and turn you and the rest of mankind into unwitting slaves living in a virtual world that they control. Gits!

In the original Matrix movie a band of clued-in freedom fighters led by Morpheus, Neo and Trinity kick-started a war against these evil computers. And they're set to continue their struggle in The Matrix Reloaded when it hits the big screen this May. But they're going to need help.

Enter The Matrix for PS2, Xbox, GC and PC (nice irony) gives you the opportunity to fight the power as one of two new characters, Niobi and Ghost, that appear in the forthcoming movie.

You turn your back for a split-second and that bulky beige lump-

#### MEANWHILE, ELSEWHERE...

Unlike Spider-Man or Lord Of The Rings, Enter The Matrix isn't a straightforward or lazy spin-off. Oh no! This is a heavyweight experience in which a unique storyline is unravelled, to engage you with action taking place

alongside events that appear in The Matrix Reloaded.

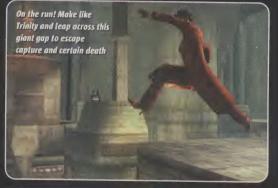
The game features over an hour of all-new movie footage written and directed by the Wachowski brothers; appearances by the stars; fighting moves choreographed by Hong Kong legend master Wu Ping; new environments designed by the movie's set designer - and tons more. Needless to say, all these

Both heroes can

diesp fo lesiming

perform the famo

it the essential companion to the film sequel. The game's developer, Shiny Entertainment, is doing its damndest to make sure that the in-game action will be just as exciting as the story, cutscenes







#### **NEO NO-SHOW**

the of the burgest shack revetations is that you and play as any of the movie's three radin heroes. But don't go throwing your toys out of the praminust yet, recause newcomers Nioh and whost still possess most of the mad skills that appear in the now. Plus a few new ones!

Shiny's big cheese explains why Neo, Morpheus and Trinity are not playable:

We our recall the end of the first movic. Neo has become 'The state. He is like a god. He can list built to the state and the st





#### **JACK-OF-ALL-TRADES**

At first glance it looks like an outand-out brawler. But rather than have you mindlessly booting your way through tons of similar stages, like in Buffy The Vampire Slayer on Xbox, Enter The Matrix mixes it up to keep the action feeling fresh and true to scenarios from the upcoming movie. All of the tough challenges you encounter are spread across a variety of exciting genres – fighting, driving and onrails shooting sections.

"That was the Wachowskis' vision from the get-go: to have everything in the game that you'd see in the films. Powerful characters fighting in true Matrix style, bending all the rules; insane car chases and intense scenes in the real world where you'd fly the hovercraft. With any of those pieces missing, some of the Matrix experience would've been missing." DAVID PERRY, SHINY ENTERTAINMENT



© UP CLOSE AND IMPERSONAL: Although stylish hand-to-hand combat takes up the bulk of the action, you will need to prove yourself in other fields of fighting too



HIT AND RUN, RUN, RUN: You've got to get to a Hard Line in order to escape from the Matrix. But instead of fleeing on foot, you must to tear across town behind the wheel while your buddy guns down any pursuers

FLIGHT FOR SURVIVAL:

and extra movie footage that have been weaved so masterfully into the adventure.

CVG went behind the scenes with the game and caught up with Shiny's head honcho, David Perry, to bring you all the latest inside info on the biggest movie tie-in of the year.



© Okay, so he can run along walls, but he's still got an unusually tiny Beadle Back in the Real World you get the opportunity to pilot Osiris, weave through funnels, man the gun turrets, gun down Sentinels, and project Zion

# Once you trigger your focus ability it becomes much easier to predict and counterattack incoming blows

# "I KNOW KUNG FU... JUDO... JU-JITSU... MUAY THAI... THUMB WRESTLING"

Most fighting-based adventures make do with letting you unlock a few new moves. But in Enter The Matrix both new characters can hack into the Matrix and download whole new fighting styles in a matter of moments! And along with dishing out hundreds of deadly martial arts manoeuvres, Niobi and Ghost can bend reality by running along walls, performing inhumanly acrobatic feats, and, of course, slowing down time.

Max Payne stole the whole 'bullet-time' concept from The Matrix, but Enter The Matrix reinvents the idea with its new Focus feature, which also enables you to decide when you want to manipulate time. In addition, you have to plan when to use this special ability strategically, because your Focus gauge runs out in a flash. Waste it and you'll get wasted faster than you can say Bill & Ted's Bogus Journey...

"In Enter The Matrix, your Focus ability unleashes the full spectrum of your character's abilities. So, if you're fighting hand-to-hand, a normal kick becomes something really special when you apply the Focus to it. Normal kicks become acrobatic, running-up-the-wall, spinning skull-crushers!"

DAVID PERRY, SHINY ENTERTAINMENT









# THE WOW-CHOWSKIS ARE BACK

#### RELOADED AND REVOLUTIONARY

Enter The Matrix marks a first in gaming history. How so? Because no other movie game tie-in has ever featured blockbuster-quality sequences starring the real actors. Nor, for that matter, created a storyline that intertwines with and compliments the events that unfold on the silver screen so brilliantly. And although Keanu Reeves and his big-name co-stars aren't actually playable in the game, they all make appearances in these dazzling extra scenes.





2. Oh, hello! The mysterious wonder woman from the first scene makes another appearance. This time in hot red leather trousers and knee-high stiletto boots. Classy!

3. The spidery metal Sentinels start latching onto every inch of the ship and piercing through the hull with lasers. A lot of people get killed... which is sad

4. The action then switches into the grim maze of tunnels that lurks within the heart of the Real World, and a fierce battle kicks off between the crew of the Osiris and a swarm of Sentinels



### THE FLIGHT OF THE OSIRIS

As if real movie footage by the Wachowskis weren't enough to make any fan buckle at the knees with excitement, the game starts with a five-minute animated Matrix-related thriller created by Square.

The Flight Of The Osiris is one of nine awesome Animatrix short films that have been created by different animation studios from all over the world to add even more depth to the Matrix universe. But if you want to catch all nine of these amazing minimovies, you'll have to buy The Animatrix VHS or DVD when it goes on sale on 2 June 2003.

# PICTURE PERFECT

The Wachowskis made sure that thousands of stunningly dramatic storyboards were drawn up in order to ensure that every computergenerated cutscene they directed was exactly as they





One of the characters makes his escape from security guards by sprinting along a corridor and plunging through a plate-glass window down onto the street below





#### **ENTER THE MATRIX**















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#### **SETTING THE STANDARDS**

Every tiny detail from each movie set has been painstakingly recreated for Enter The Matrix to produce the most astoundingly authentic experience possible.

On top of that, the Hollywood set designer who worked on The Matrix Reloaded was given the job of inventing all the new environments that only appear in the game. As a result, the style of the locations has been kept fully consistent with those in the movie.



















# "GUNS! WE'RE GOING

There are over 24 weapons for you to go bananas with. And what do you do when you run out of bullets? Reload? Hell, no! In true Matrix style you chuck the useless hunk of metal to the floor and load up a new one. However, if you don't have access to the armoury, you can always get up close to any gun-toting enemy and disarm them with a blindingly fast Kung Fu snatch manoeuvre. Easy.



Guaranteed to hook in fans of the films thanks to the exclusive extras. But the real test lies with the gameplay, so catch CVG's full lowdown next issue. **Mike** 



- Exclusive new movie footage
- Awesomely put together
   Super-stylish fight scenes
  - Will mishmash of genres work? ■ Environments aren't nearly as destructible as we'd like



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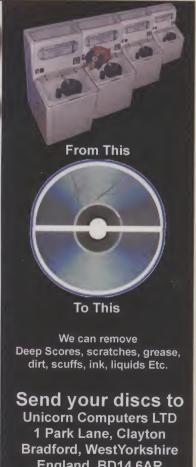
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THE INDEPENDENT VOICE OF THE FREE GAMING NATION

ike many of you readers, Cackman is a red-blooded male, with big, hairy balls. And Cackman is not ashamed to admit that the sight of Tecmo's salacious Dead Or Alive Xtreme Beach Volleyball gave him a distinct tingling in his pixellated loins.

Indeed, over-exposure to this festival of filth eventually caused Cackman to take a razor to his nether regions, grab the baby oil, and conjure a Must-Have list of titles, which Cackman believes Team Ninja should seriously consider.

> release a special Tin Can On Adaptor, (available in Bright Purple and Des O'Connor

players as far as eight metres

away. Xbox Live is finished

Orange) which can be

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**LETTERS TO CACKMAN** 

GameCube will be online? Will it be a MMORPGFFS? Bill Gates, Wigan

trillion, squillion pound launch of Broadband and

GameCube, how could you have any doubts? Cackman

the behind-the-scenes concert footage could be gloriously augmented by a Hyper-Real Gusset-Cam. Readers, imagine the possibilities.

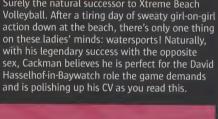
Team Ninja meets WWE is a recipe that gives Cackman a Ready-Brek glow all over his round yellow body. Expect physical contortions and breathless stamina that would put the Kamasutra and Sting to shame. And the thought of an oiled-up Tina, defenceless in a chokehold, makes Cackman positively moist.

### AND ASHLEY:

never had a single improper thought re: M-K and A a second before the Olsen twins turned 16. But now, Cackman believes Team Ninja can help him make up for lost time.

Surely the natural successor to Xtreme Beach Volleyball. After a tiring day of sweaty girl-on-girl action down at the beach, there's only one thing on these ladies' minds: watersports! Naturally, with his legendary success with the opposite sex, Cackman believes he is perfect for the David Hasselhof-in-Baywatch role the game demands

Cackman would like to make it clear that he





The Independent Voice of the free Gumby Nation and lady intends

#### **GAMECUBE METAL GEAR REVEALED!**

- Sing along to your favourite via Codec!
- Sneak Snake past the teacher as he arrives late at pre-school!

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- Choice of free strawberry- or colaflavoured joypad with every game!
- Solid Snake to be played by SM:tv Live's Brian Dowling!

#### WRITE TO CACKMAN

You lot must have ideas. Questions. Theories. Write to Cackman at the usual address, and the best will win an awesome prize! Senders of anything Cackman considers to be crap will be subjected to GBH in text form on this very page. Come on! You want to be famous, don't you? What else have you got to live for in your stupid little lives?

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A SIMPLE CALL AND YOU'VE GOT THE CHEAT

GAMEGUBE

icom vs. SNK: EO sh Bandicoot Hard: Vendette

GBOY/ADV

Breath of Fire Broken Sword

Golden Sun : Season of Ice Mario Advance 2 Raider: Prophecy Rd to Wmania X8

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GBOYGOL

: Oracle of Seasons
Plus Many More...

N64-

Zelda: Majora's Mask Zelda: Ocarina of Time Plus Many More...

DRAMCAST

in the Dark 4 Stinger

PSONE

Driver 2 IVER 2 an Turismo 2 arr Turismo 2 arry Potter uvre: The Final Curse artian Gothic

World is not Enough
Yu-GI-Ohl F. Memorles
Plus Many More...

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C&C: Generals 12 - Covert Strike ster of Orion 3 Medal of Honor: A. A. Eternal Darkness re Blade
odzilla: D. all Monsters
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Reign Of Fire Resident Evil Resident Evil Zero y ie Leader Sonic Mega Collection

Plus Many More...

X-BOX

gent Under Fire nped Snowboarding zurik: Rise of Perthia uttle Engine Aquila Dead to Rights

GT 2002

Halo
Harry Potter C. of Secrets
Hirman 2: Silent Assassin
House of the Dead 3
Hunter: The Reckoning
Indy Jones Emp's Tomb
James Bond: Nightfire
Jedi Knight 2
Jet Set Radio Future
LMA Manager 2003
Lord of Rings: Fel. of Ring
Madden NFL 2003
Mat Hoffman's Pro BMX 2
Max Payne

M.Kombat: Deadly All.

Moto GP Myst 3: Exile NBA Inside Drive 2002 Need for Speed H.Purs.2 Nightfire Oddworld: M's Oddysee OO7 Nightfire Prisoner of War Project Gotham Racing Rallisport Challenge

Sega GT 2002

Sega Serious Sam Silent Hill 2: Inner Fears Thing
or Woods Golf 2003
e Splitters 2
lam & Earl 3
Clancy: Ghost Recon
Clancy's Splinter Cell
y Hawk's 3

n: Next Dimension
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-PLAYSTATION 2

A = 0 1
Ace Combat 4: S. Skies
Age of Empires 2
Agent Under Fire
Alex Fs Player Manager
Alone in the Dark 4
Atlantis 3: New World
B = 0 2
Battle Engine Aquila
Blade 2
Blood Omen 2
BMX XXX
Burnout

BMX XXX
Burnout
C = 0 3
C.Bandicoot: W.of Cortex
Colin McRae Rally 3
Commandos 2
Conflict Zone
Conflict Desert Storm
D = 0 4
Dark Angel
Dark Cloud
Dead or Alive 2
Desert Storm (Conflict)
Deus-Ex

Desert Storm (Conflict)
Deus-Ex
Devil May Cry
Devil May Cry 2
Dragonboll Z: Budokai
Draken: Ancient Gates
Dropship
Dynasty Warriors 3
E = 0 5
Escape Monkey Island
Eternal Ring
Evil Twin
Externingtion

F1 2002 FIFA 2003 Final Fantasy 10 Fire Blade G = 0 7 Getaway Ghost Recon Giants: Citizen Kabuto Gran Turismo 3

Gran Turismo Concept
Grand T Auto: Vice City
Grand T Auto: Vice City
Grand Theft Auto 3
H = 08
Half Life
Harry Potter C. of Secrets
Haven: Call of the King
Headhunter
Hitman 2: Silent Assassin
J = 10

Kingdom Hearts

Legaia: Duel Saga Legends of Wrestling 2 LMA Manager 2003 Lord of Rings Two lowe Lord of Rings: Fel. of Ri M = 1 3

Moximo
Moximo
Medal of Honor Frontline
Men In Black 2 Alien Esc.
Metal Gear Solid 2
Metal Gear Solid 2: Sub.
Midnight Club
Mike Tyson Boxing

Wreckless: Yakuza miss:
WWE Smackdown! S.Y.M
WWF Smackdown! J.B.I.

X = 2 4

X-Men: Next Dimension
X-Squad

Plus Many More.

Minority Report Monkey Island (Escape) Mort.Kombat: Deadly All. MX 2002

Need for e, Nightfire No One Lives Forever O = 1 5 Onimusha 2 Onimusha: Warlords P = 1 6

P = 1 6
Pac-Man World 2
Pirates: Leg. of Black Kat
Premier Manager 2002
Prisoner of War
Pro Evolution Soccer
Pro Evolution Soccer 2
Project Zero
R = 1 8
Ratchet and Clank
Rayman 2

Res.Evil: C. Veronica X

Rocky
S = 1 9
Scooby Doo: 100 Frights
Shadow of Memories
Shadowman 2 Shadowman 2 Shadowman 2 Silent Hill 2 Silencording

Simpsons Sims Smackdownt 4: Shut Y.M. Soldier of Fortune SOS: The Final Escape Soul Reaver 2 Spiderman The Movie

Spaerman The Mone Spyro: Ent.the Dragonfly Star Wars: Bounty Hunte State of Emergency

Tekken 4 Tenchu 3 Tenchu 10 Tenchu 1 The Thing
Theme Park World
This is Football 2003
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Tony Hawk's 3
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